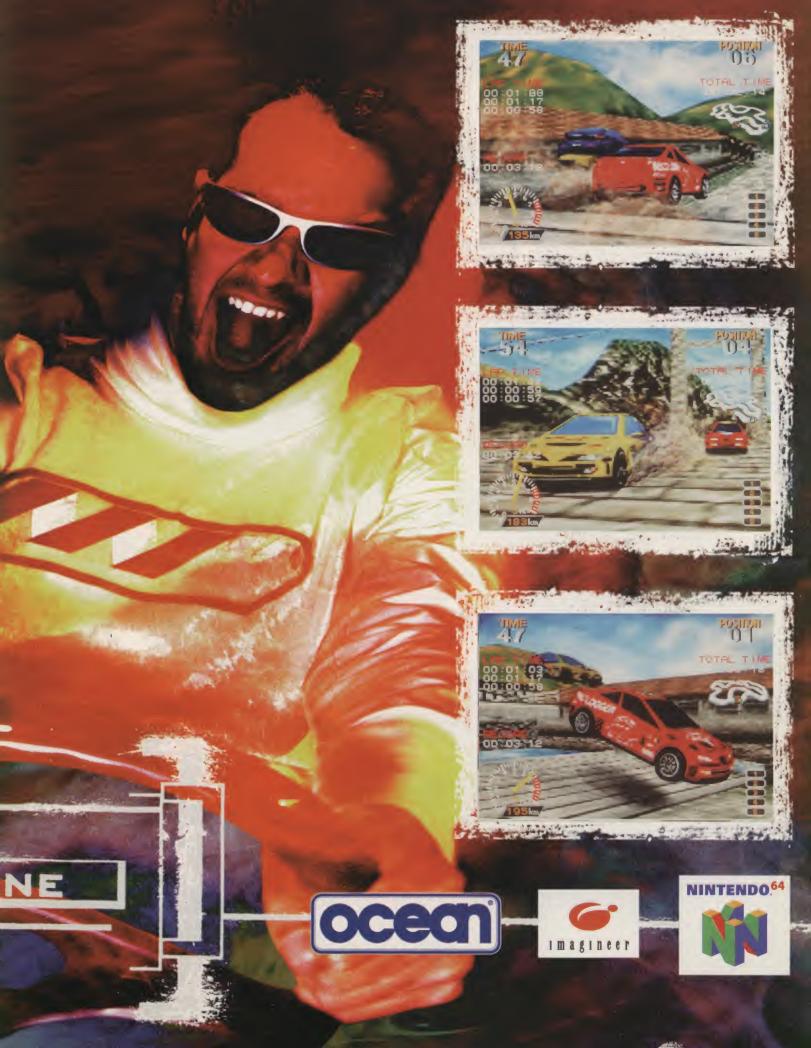


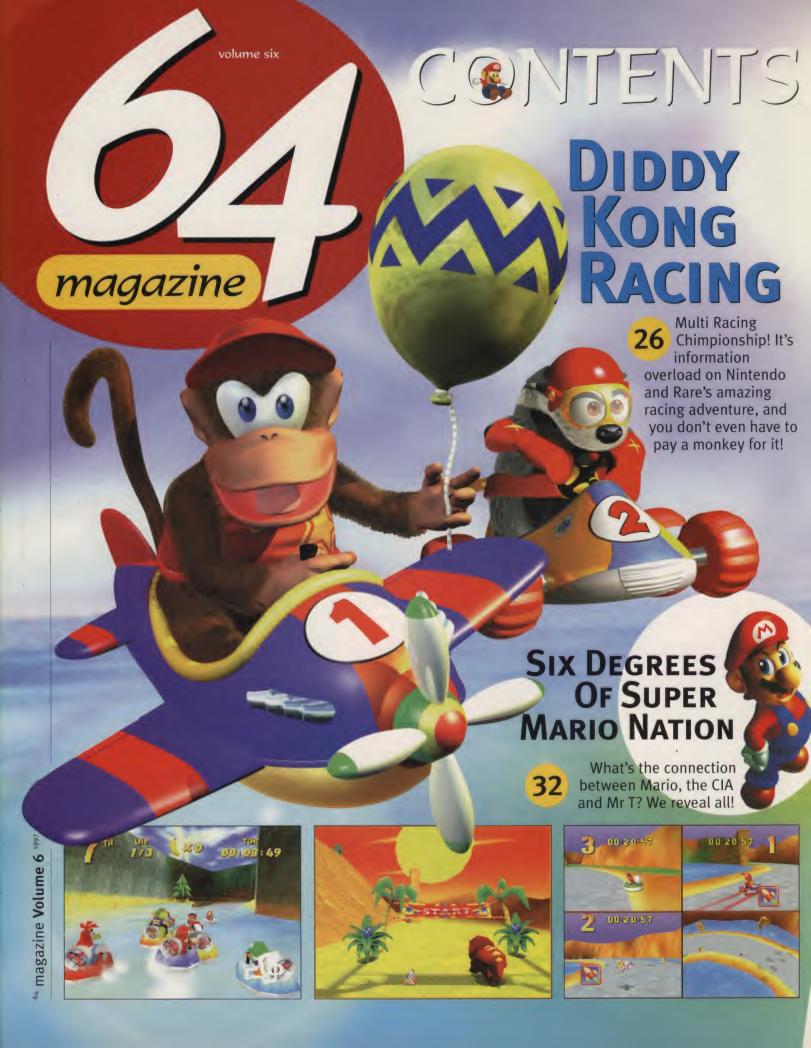
MULTI-RACING CHAMPIONSHIP

- Eight high performance, fully customisable vehicles
- True 64 bit visual detail
 - On and off road terrain
- Alternative routes on every course

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Tomb Raider out (boo!), Street Fighter in (yay!). The comings and goings in the world of Nintendo.



WHEN I'M 64 Unburden your heart in print for our sadistic pleasure.

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The latest update on all the extra gubbins you can plug into your N64 to make gaming an even more amazing experience!



THE RULES OF THE GAME

Those videogame clichés in full!

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CHEAT CENTRAL STUFFED TO BURSTING WITH GOLDENEYE CODES THIS MONTH, BUT WE'VE **SQUEEZED A COUPLE OF EXTRAS**

IN AS WELL

GOLDENEY PART ONE OF OUR MEGA MAPPED GUIDE TO NINTENDO'S TUXATHON!







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Wherefore Art Thou, Nintendo?

FOR A MULTI-BILLION DOLLAR COMPANY THAT WAS once the world's largest console manufacturer, and has every intention of being so again, Nintendo has been awfully quiet lately. The last new game that was solely a product of Nintendo themselves was *Starfox*, six months ago, and the next game scheduled to emerge from Nintendo's own labs is... well, we don't know, and we suspect they don't either. Every first-party game post-*Starfox* for the N64 has been subject to delays so huge that Godot

will probably get here first.

Yoshi's Story, Zelda 64, F-Zero 64... all delayed. It now looks unlikely that there will be a single Nintendoproduced title on the shelves for the rest of the year. What's going on?

Nintendo's policy of not releasing a game until they think it's perfect is admirable, but the gap between Starfox 64 and their next in-house game will be at least eight months, and possibly longer. When you consider that some of the games have already been in development for as long as two years already, things start to look worrying.

Nintendo have been relying heavily upon second-party companies like Rare (Goldeneye, Blast Corps, Diddy Kong Racing) recently, but even they are suffering from slippage, Banjo-Kazooie's release being put back by four months only a month after the game was first announced! The only reason Diddy Kong Racing will appear when intended is because Nintendo and Rare didn't tell anyone it even existed until it was almost finished...

As well as second-party games from Rare, Angel Studios, DMA and the like, Nintendo are bolstering their schedules by buying up games from Japanese companies and sticking a Nintendo banner on them — Mischief Makers (alias Go! Go! Troublemakers) and Bomberman are two forthcoming examples. This doesn't disguise the fact that all does not seem to be running smoothly for Nintendo's game development teams. With all their talent, resources and money, how come Nintendo still can't get their games out on time?

Nintendo *must* release more games, and soon. Their foot-dragging over the N64 hardware let Sony march in and take over, and Sony have learned the easy way that a constant turnover of new titles – whether good or not – is enough to keep the market stimulated. The Nintendo name on a game is as near to a guarantee of quality as you can get, but outside the hardcore Nintendoids, peoples' patience is not infinite. If they're kept waiting too long they'll go somewhere else – and Sony's arms are open.

ANDY MCDERMOTT, EDITOR

news peripherals advice • hot new items of interest

showcase

POP A CAPCOM In His Ass!

NINTENDO 64 IN POTENTIALLY GOOD BEAT-'EM-UP shocker! Capcom have made it apparent that their 1998 N64 lineup will include a Street Fighter game. Since the chances of squeezing SFIII onto a cart are about the same as those of William Shatner winning a Best Actor Oscar, the current buzz is that the excellent Street Fighter EX – a Tekken-look polygon based game – will be heading Nintendowards. SF EX on the PlayStation is every bit as playable as its 2-D forebears on the Super NES, so if the rumours of an N64 conversion are true, all the other fighting pretenders might as well pack up and go home.

Also on Capcom's schedule, though at present without any confirmed names, are a Tetris-style puzzle game (Puzzle Fighter, perhaps?), a Megaman adventure (which may be the long-running hero's first excursion into 3-D) and what has been described as a 'Biohazard-style' game.

Biohazard is, of course, the Japanese title of Resident Evil, so 64 MAGAZINE's prediction of zombie mayhem coming to the N64 has turned out to be pretty accurate. Another old favourite, Ghouls 'n' Ghosts, is also on the way.

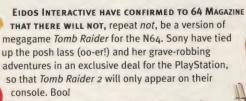
The bad news is that none of these games will arrive until next year – no definite release dates have been set by Capcom, and even the tentative schedules that have appeared reckon Spring 1998 to be the earliest any of Capcom's N64 titles will appear. But come on – *Street Fighter, Resident Evil...* it's worth waiting, surely?



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NO TOMB RAIDER⁶⁴!

YES ZELDA64!



The deal between Eidos and Sony is pretty farreaching – Sony will have exclusive use of the *Tomb Raider* licence for consoles until at least the year 2000. And that's 'exclusive' in the proper sense, not in the videogame magazine sense where an 'exclusive'

the videogame magazine sense where an 'exclusive' is something you have five minutes before anyone else, or in the case of *Diddy Kong Racing*, two weeks after 64 MAGAZINE.

However! (Dramatic chord) When quizzed about the prospects of a game of a different name starring the DDD-cup heroine (Lara Croft And The Temple Of Death, or whatever), a representative of Eidos could offer only a sheepish "Uhh... no comment". Though the Sony deal seems airtight, there is still a slight glimmer of possibility that Eidos's top franchise may still appear on the N64, but under a different name. (Don't hold your breath, though.)

Unfortunately, whatever happens, Eidos aren't planning to bring out any N64 games until well into 1998, and are keeping their plans tightly guarded. You'll be kept informed...



ON THE OTHER HAND, WHO NEEDS
Tomb Raider anyway? The latest
shots of Zelda 64 show Link
doing some very Lara-ish
things. No, we don't mean
that he's put on an extremely
tight t-shirt and had a boob
job – he can be seen
clambering over obstacles and
pushing stone blocks about. His
fairy companion is visible as well.
Also here are new grabs of Yoshi's
Story and F-Zero 64. The Yoshi pics



show the eponymous dino charging through some ever more bizarre landscapes. Actually, it's dinos plural, just like the Super NES game, which means the game's name has the apostrophe in the wrong place!

As for *F-Zero 64*, graphically it doesn't look any more advanced than the last time we saw it... but take a closer look at that position indicator. Travelling at over 500kph certainly isn't going to get lonely with that many cars on the track!





THE FIRST DETAILS ON NINTENDO'S POCKET

MONSTER HAVE LEAKED FROM JAPAN, ALONG WITH
SOME PICTURES! THE GAME ITSELF IS A TAMAGOTCHISTYLE VIRTUAL PET AFFAIR, STARRING (AMONG
OTHERS) ONE 'PIKACHU', WHO IS APPARENTLY THE
CUTEST OF THE LITTLE BEASTS, AND IS IN FACT THE
SQUIRREL-LIKE YELLOW CHAP IN THE PICTURES HERE.
ALTHOUGH POCKET MONSTER IS LISTED AS ONE OF
THE 64DD'S LAUNCH TITLES, THE PIKACHU GAME WILL
APPEAR ON CARTRIDGE FIRST, THE FULL DD GAME
WITH OTHER MONSTERS FOLLOWING SOON AFTER.

THE N64 IS NOT DOING THAT WELL IN JAPAN, BEING OUTSOLD SOMETHING LIKE EIGHT-TO-ONE BY SONY'S PLAYSTATION AND NOT MANAGING MUCH BETTER THAN SEGA'S AGEING SATURN, SO NINTENDO HAVE COME UP WITH A MARKETING WHEEZE TO BOOST THE N64'S SALES. THE GAME BOY VERSION OF POCKET MONSTER (THERE ARE THREE VARIANTS OF THE GAME WITH DIFFERENT MONSTERS ON EACH) IS ABSOLUTELY HUGE IN JAPAN, SO NINTENDO ARE

OFFERING A DEAL WHEREBY N64 OWNERS (OR NEW BUYERS, THE REAL TARGETS) CAN RECEIVE AN EXCLUSIVE DATA SET THAT GIVES THEM PIKACHU FOR THEIR GAME BOY CARTS.

NINTENDO'S HOPE IS THAT INTEREST IN THE GAME BOY AND PIKACHU POCKET MONSTER GAME CAN BE USED TO DRUM UP SALES FOR THE N64, AND THEN FOR THE 64DD. ONCE AGAIN, THOUGH, WE HAVE TO RAIN ON THE PARADE AND POINT OUT THAT POCKET MONSTER IS BIG IN JAPAN, BUT NOT ANYWHERE ELSE. IT'LL HAVE TO BE SOMETHING TOTALLY AMAZING IF IT'S GOING TO SELL IN THE WEST, AND A GLORIFIED TAMAGOTCHI ISN'T QUITE WHAT WE'D HOPED FOR...

By the way, did you notice the microphone icon on the screenshot? There are reports that a 'Microphone Pak' is being developed for the N64 – and the designers of the Pikachu game (including Shigeru Miyamoto) have confirmed that you will be able to 'talk' to the creature in the game...







On The Road

GOOD NEWS FOR ENTHUSIASTS OF RACING games - THE Games, Nintendo's British distributors, will be handling the UK sales of Kemco's Top Gear Rally and Titus's Lamborghini 64. Both titles are expected to arrive on shelves around November. Typical, you wait ages for a racing game...



Both games were featured last issue, but since then we've discovered that Top Gear Rally's hidden vehicles include an ice cream van, a giant football helmet and a beachball! Eyes peeled for reviews soon.









THE EUROPEAN COMPUTER TRADE SHOW (ECTS), HELD AT Olympia in London in September, was great if you were looking for the latest PlayStation and PC games, or if you wanted to ogle attractive young women in bizarre latex outfits. If it was Nintendo 64 games you were after, it wasn't quite such a vintage event. The number of games that were getting a first showing at ECTS could be counted on the fingers of one foot.

The big disappointment was the absence of Rare's Diddy Kong Racing from the Nintendo stand. Although 64



MAGAZINE had already seen and played the game (see the report on page 24), it was still a surprise that it wasn't on display. Nintendo instead concentrated on plugging Goldeneye, though they can be forgiven for that. Lylat Wars was also heavily promoted, but the only other new games on the Nintendo stand in fact came from other companies, with Extreme G, Top Gear Rally and Clayfighter 63 1/3 getting an airing. Top Gear Rally looked very promising, certainly much better than Multi Racing Championship, but Clayfighter merely brought snorts of derision. While the 3-D backgrounds work well, the animation of the fighters was, if anything, worse than in the old Super NES Clayfighter games!

Games worthy note on other stands included GT Interactive's Duke Nukem 64, Quake and Mace: The Dark Age, Konami's GASP and Nagano Winter Olympics and Acclaim's Extreme G, NHL Quarterback Club and Forsaken. You can find out more about these games elsewhere this issue.

Aside from those, there were very few N64 games at the show, in marked contrast to the Tokyo Games Show taking place concurrently on the other side of the world. New titles from Ocean (Mission: Impossible), Electronic Arts (FIFA '98) and BMG (Silicon Valley) were conspicuous by their absence. Sony had huge titles like

Tomb Raider 2, Formula 1'97, Time Crisis and Resident Evil 2 in their gargantuan arena, but Nintendo seemed content to take a back seat and trot out Mario Kart 64 yet again in the cramped and sweaty Nintendo Challenger truck. The longer Nintendo take to recognise Europe as a major market, the harder it will be for them to stop Sony ruling the roost.

Zelda Delayed Again, Ho Hum

IN A MOVE THAT WILL SURPRISE ABSOLUTELY NOBODY, NINTENDO HAVE DELAYED THE LAUNCH OF ZELDA 64 YET AGAIN. AT LAST REPORT SCHEDULED FOR RELEASE IN DECEMBER THIS YEAR, THE GAME IS NOW VAGUELY SET TO APPEAR IN EITHER APRIL OR MAY 1998, BUT NINTENDO ARE REFUSING TO COMMIT TO A SPECIFIC DATE. MAJOR LEAGUE BASEBALL (WITH KEN GRIFFEY JR! WOWEE!) HAS ALSO BEEN DELAYED UNTIL SPRING 1998, BUT THAT'S NOT QUITE AS EAGERLY ANTICIPATED ...

SINCE ZELDA POSTPONEMENTS ARE NOW A REGULAR FEATURE, 64 MAGAZINE HAS DECIDED TO SAVE TIME BY PRE-ANNOUNCING FURTHER DELAYS. SIMPLY CUT OUT THE APPROPRIATE SNIPPET FROM OUR **EXCLUSIVE ZELDOMETER AND STICK IT** INTO EACH NEW ISSUE OF 64 MAGAZINE AS YOU GET IT!



IN A SHOCK ANNOUNCEMENT, NINTENDO HAVE POSTPONED THE LAUNCH OF ZELDA 64 UNTIL MAY 1998.

IN A SHOCK ANNOUNCEMENT, NINTENDO HAVE POSTPONED THE LAUNCH OF ZELDA 64 UNTIL JUNE 1998.

IN A SHOCK ANNOUNCEMENT, NINTENDO HAVE POSTPONED THE LAUNCH OF ZELDA 64 UNTIL CHRISTMAS 1998.

IN A SHOCK ANNOUNCEMENT, NINTENDO HAVE POSTPONED THE LAUNCH OF ZELDA 64 UNTIL THE DAWN OF THE NEW MILLENNIUM.

IN A SHOCK ANNOUNCEMENT, NINTENDO HAVE POSTPONED THE LAUNCH OF ZELDA 64 UNTIL THE 12TH OF NEVER.

LIFE LESSONS FROM ECTS

- Even the most loguacious PR man can be reduced to a gibbering silence by a girl in a short skirt.
- Vodka jellies give you a hangover while you're still drunk.
- Walking around in a big foam rubber Worms costume is the saddest job on Earth.
- You can travel in a taxi from Olympia for half an hour and still not get anywhere.
- Sony Computer **Entertainment Europe's** top executives are queue-jumpers.

- If you want to make your stand the busiest at the show, put a bar on one side and babes on the other.
- Even the most professional and cheerful model will start to look surly after three sunny days of wearing a rubber corset in a glassroofed arena and being groped by a non-stop procession of fat sweaty businessmen, drunken liggers working for nonexistent companies and whevfaced games hacks.



64 WEWS UGGETS

LYLAT WARS HAS HAD ITS UK RELEASE DATE POSTPONED - THOUGH LUCKILY IT'S ONLY BY A WEEK. TO OCTOBER 10. IT'S STILL ANNOYING, THOUGH... KONAMI WILL BE RELEASING GOEMON IN EUROPE EARLY NEXT YEAR, BUT IN ORDER TO CUT THE SIZE OF THE CART TO 96MB (AND KEEP COSTS DOWN) ALL THE SONGS WILL BE TAKEN OUT. WAIT A MINUTE, THE PLOT OF THE GAME IS ALL ABOUT BAD GUYS WHO WANT TO TURN ANCIENT JAPAN INTO A MUSICAL, SO HOW'S THAT GOING TO WORK?... CARBON-BASED FUEL RESOURCE TRANSPORTATION TO A LARGE NORTHERN CONURBATION TIME - THE N64 GAME TAMAGOTCHI WORLD (SEE 64SIGHT) IS BEING PUBLISHED BY BANDAI, BUT PROGRAMMED BY NINTENDO ... ANIME-BASED SPACE SHOOTER ROBOTECH SUFFERS YET ANOTHER DELAY AS DEVELOPERS GAMETEK CONCENTRATE THEIR EFFORTS ON, ERM, JEOPARDY! AND WHEEL OF FORTUNE. APPARENTLY THERE IS CURRENTLY ONLY ONE LONELY PROGRAMMER WORKING ON THE GAME... THE UK RELEASE OF QUEST 64, AKA MAGIC CENTURY ELTALE, IS NOW UNCERTAIN AS THQ EUROPE TELL US THEY WILL NO LONGER BE DISTRIBUTING IT, AND NOBODY ELSE HAS STEPPED IN... ZELDA 64 WILL BE THE SAME PRICE AS MARIO 64 (IN JAPAN), DESPITE ITS HUGE SIZE... A DONKEY KONG COUNTRY COMPUTER-ANIMATED CARTOON SERIES IS IN THE WORKS - HERE ARE A FEW SNEAK PEEKS..



FIFA 64







C	H	А	K	15
		1	Cha	tTrack

No	GAME	PUBLISHER
1	BLAST CORPS	NINTENDO
	Mario Kart 64	NINTENDO
3	Super Mario 64	NINTENDO
4	ISS 64	KONAMI
	Turok: Dinosaur Hunter	ACCLAIM
6	SHADOWS OF THE EMPIRE	NINTENDO
	KILLER INSTINCT GOLD	NINTENDO
8	WAVE RACE 64	NINTENDO
9	PILOTWINGS 64	NINTENDO

BIG IN JAPAN

While the ECTS show was rather thin for N64 games, the Tokyo Game Show was not. Even though Nintendo themselves were not in attendance (they're saving everything for the Shoshinkai show in November), plenty of

THIRD PARTIES HAD GAMES ON DISPLAY. BRAND NEW TITLES INCLUDED TAMAGOTCHI WORLD FROM BANDAI, IMAGINEER'S BEAT-'EM-UP FIGHTING CUP, A GOLF TITLE —

Augusta Masters '98 – from T&E Soft (thank god it wasn't T&A!) and Atlus's Snobo Kids.

In addition, updates of Aero Gauge, Dual Heroes, Baku Bomberman, Magic Century Eltale and Chameleon Twist were on display, as well as new video footage from Konami's Dracula 3-D (Castlevania) and Hybrid Heaven. In all, there were well over 30 N64 games at the Tokyo show, a marked contrast to the rather lesser number in London. Big not fairness!





A CASE OF V-DD

OCEAN'S PLAYSTATION RACING SIM V-Rally, which scored a healthy 87% in Play magazine, is coming to the N64 next year! Ocean's programmers have already started work on a Nintendo update of the realistic rally game, provisionally titled V-Rally '98,* and the best thing about it is that it will be appearing on the 64DD!

Ocean are planning to make use of the 64DD's rewriteability to include a track designer, something which had to be taken out of the PlayStation V-Rally because Sony apparently got cold feet about the idea. The extra memory capacity of a DN disk will also allow far more tracks than could be fitted onto a tart - at the moment, at least 20 are planned,

created by you!

V-Rally's simulation of night driving is probably the best ever. seen on a console, and the emphasis on realism (try the kind of driving you can get away with, · in most games and you'll end up wrapped around the nearest tree) should set it apart from the more. arcade-style racers that the N64 has attracted to date. If you were disappointed by the uninspiring Multi Racing Championship, V-Rally '98 should more than make up for it. The only problem is, you'll have to wait for a whole— year to play the game. Let's just that Nintendo have managed to get the 64DD out by





EA SPORTS

magazine **Volume 6** 1997



CHAT SHOW

64 MAGAZINE NOW HAS ITS VERY OWN INTERNET CHAT SITE! IF YOU'RE AN ONLINE kinda person, all you have to do to get involved is point your Net browser at the following address: http://www.paragon.co.uk/chat.html. This'll get you into the 'lobby', and from there you can follow the instructions on-screen to enter the 64 MAGAZINE area. Talk to fellow N64 owners! Discuss matters of great import! Who knows, maybe our editor could even be waffling away like he does!



MO MODEM

THE 64DD MAY (OR MAY NOT) COME with a modem, but Seta in Japan have



become tired of waiting, and released a game which has a modem built in!

Unfortunately, the game is Morita Shogi, a variation on chess, and the modem A: only works with Morita Shogi, and B: only works in Japan. The potential is there, though; if a chess game can be networked, then so can others...



LATEST RELEASE DATES

Here we go again with the usual collection of dates plucked from thin air, or at least that's how most software companies seem to work. If any of these dates are wrong, don't blame us - we can only tell you what they tell us!



Lylat Wars (Nintendo) Multi Racing Championship Doom 64 (GT Interactive) Hexen (GT Interactive) War Gods (GT Interactive) F1 Pole Position (Ubi Soft)

November-December Goldeneve (Nintendo) Diddy Kong Racing (Nintendo) Bomberman 64 (Nintendo) Mischief Makers (Nintendo) Extreme G (Acclaim) NHL Quarterback Club (Acclaim) Clayfighter 63 1/3 (Interplay) Top Gear Rally (Kemco/THE) Lamborghini 64 (Titus/THE) WCW vs NWO World Tour (THO) Jeopardy! (Take Two) Wheel Of Fortune (Take Two) Duke Nukem 64 (GT Interactive) San Francisco Rush (GT Interactive) Robotron 64 (GT Interactive)

Quake 64 (GT Interactive) January-March 1998

Banjo-Kazooie (Nintendo) F-Zero 64 (Nintendo) Yoshi's Story (Nintendo) Zelda 64 (Nintendo) Conker's Quest (Rare) Forsaken (Acclaim) Goemon (Konami) GASP (Konami) Nagano Winter Olympics NBA In The Zone '98 (Konami) Castlevania 64 (Konami) Mission: Impossible (Ocean) Bomberman 64 (Hudson) Quest 64 (THQ) Virtual Chess 64 (Titus) Twisted Edge Snowboarding (Kemco) Chameleon Twist (Japan System Supply) Tonic Trouble (Ubi Soft) Mace: The Dark Age (GT Interactive) MK Mythologies (GT



JAPAN

Puyo Puyo Sun 64 (Compile) J-League Eleven Beat 1997 Pachinko World 64 (Shouei System)

November-December

Diddy Kong Racing (Nintendo) Yoshi's Story (Nintendo) F-Zero 64 (Nintendo) The Legend Of Zelda 64 (Nintendo) Tamagotchi 64 (Nintendo) Hyper Olympics In Nagano (Konami) Dual Heroes (Hudson) Legion X (Hudson) Toukon Road: Brave Spirits (Hudson) Top Gear Rally (Kemco) Aero Gauge (ASCII) Macross: Another Dimension (Tomy) Famista 64 (Namco) Sonic Wings Assault (Video System) Holy Magic Century Eltale (Imagineer) Struggle Hard (Imagineer) Sim City 2000 (Imagineer) Kiratto Kaiketsu! 64 Tanteidan (Imagineer) Rev Limit (Seta) Morita Shogi 64 (Seta) Wild Choppers (Seta) Snobo Kids (Atlus) Chameleon Twist (Japan System Supply) Hiryu No Ken Twin (Culture Brain) Pro Mahjong Kiwame 64 (Athena) Virtual Pro Wrestling: Ultra Battle Royale (Asmik) Hashire Boku No Uma (Culture Brain) Super Robot Spirits (Banpresto) Harukanaru Augusta: Masters '98 (T&E Soft)

January-March 1998 Banjo-Kazooie (Nintendo) Kirby's Air Ride (Nintendo) (64DD) Mario Paint 64 (Nintendo) (64DD) Mother 3 (Nintendo) (64DD) Pocket Monster 64 (Nintendo) (64DD) Sim City 64 (Nintendo) Jungle Emperor Leo (Nintendo) Flights of the UN (Video System) Wayne Gretzky's 3-D Hockey



October Mischief Makers (Nintendo) Lamborghini 64 (Titus) Extreme G (Acclaim) Robotron 64 (Midway) Mace: The Dark Age (Midway) Top Gear Rally (Midway) F1 Pole Position 64 (Ubi Soft) Clay Fighter 63 1/3 (Interplay)

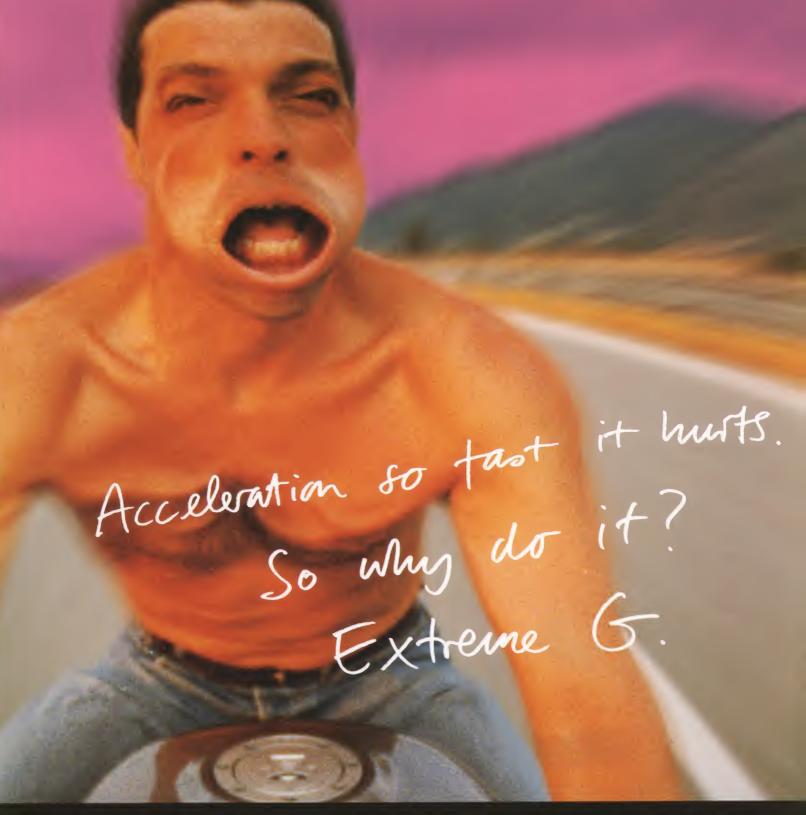
November-December

Diddy Kong Racing (Nintendo) Yoshi's Story (Nintendo) Conker's Quest (Rare) Mystical Ninja 64 (Konami) NBA In The Zone '98 (Konami) Mission: Impossible (Ocean) Bomberman 64 (Hudson) Legion X (Hudson) WCW vs. NWO: World Tour (THQ) MK Mythologies (Midway) San Francisco Rush (Midway) Wayne Gretzky's 3D Hockey '98 (Midway) ohn Madden 64 (EA Sports) NFL Quarterback Club '98 (Acclaim) Duke Nukem 64 (GT Interactive) Aero Fighters Assault (Paradigm) Space Station: Silicon Valley (BMG) Wheel Of Fortune (Gametek) Jeopardy! (Gametek)

January-March 1998 The Legend Of Zelda 64 (Nintendo) Banjo-Kazooje (Nintendo) Body Harvest (Nintendo) MLB Featuring Ken Griffey Jr (Nintendo) Nagano Winter Olympics '98 (Konami) GASP (Konami) Castlevania 64 (Konami) Bio Freaks (Midway) Quake 64 (Midway) NHL Breakaway '98 (Acclaim) Turok 2 (Acclaim) Forsaken (Acclaim) NBA Jam '98 (Acclaim) WWF '98 (Acclaim) Quest 64 (THQ) Tonic Trouble (Ubi Soft) Virtual Chess 64 (Titus) Freak Boy (Virgin) Earthworm Jim 3 (Interplay) Robotech: Crystal Dreams









Extreme-G™ takes gaming to a new level and sets the standard as the fastest, most graphically impressive game to grace the Nintendo® 64. "The fastest game on earth." (Nintendo Magazine)



TAKE IT TO THE EXTREM







64sight



EVEN WHEN THE ENEMIES ARE DEAD, YOU CAN KEEP ON DESECRATING

THEIR CORPSES!



SECOND LEVEL AND REPLACED IT WITH A MEAT PACKING PLANT. GAHUH?



It's Duke vs Duke vs Duke vs Duke in the four-player game. Only one will be





Duke Nukem's reputation on the PC was helped by an irreverent sense of humour, where you could catch enemies sitting on the khazi and blow them away before they even had the chance to wipe, or offer the 'dancing girls' (ahem) on various street corners a few bucks for a 'good time'. Some of these little touches have had to be removed from Duke Nukem 64, thanks to Nintendo's puritan attitude, as have a few of Duke's meatier quips. He no longer growls "Those bastards blew up my ride!" while watching his ship crash in flames at the start of the first level - this Duke has washed his mouth out with soap, and then gargled with Domestos.

That's not to say that *Duke Nukem* 64 has been sanitised, though! You want blood? You want flying entrails? You want to be able to put a slug between the eyes of a wounded alien as it pathetically begs for mercy? No problem! You can even walk through the squishy remains of a corpse and

track bloody footprints across the carpet.

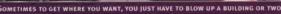
The N64 incarnation of *Duke* also benefits from a multi-player game. You can either play co-operatively with friends, covering each other as you progress through the levels (all very caring-sharing), or do the decent thing and have a Dukematch, with four Mr Nukems chasing each other through the many deathmatch arenas and firing insanely overpowered guns (anything from grenade launchers to shrinking rays) at each other until all but one are dead. There can be only one Duke Nukem!

Duke Nukem is cooler than Dirty Harry's nads in a bucket of liquid nitrogen, but the big question is... is he cooler than James Bond? *Duke Nukem 64* will be duking it out with *Goldeneye* for the title of the N64's top gun – find out whether Duke's mighty Doc Martens are a match for Bond's handmade brogues when we review *Duke Nukem 64* soon!









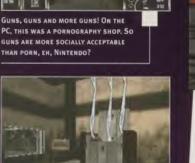


LIKE IN TOTAL RECALL, DUKE CAN USE A HOLODUKE TO CONFUSE THE BAD GUYS





PC, THIS WAS A PORNOGRAPHY SHOP. SO **GUNS ARE MORE SOCIALLY ACCEPTABLE**



THE THIRD LEVEL STARTS WITH DUKE IN THE ELECTRIC CHAIR -IF HE DOESN'T BREAK FREE UICKLY, HE'LL BE FRIED!



"I don't have time to play with MYSELF," DRAWLS THE LACONIC RADIATIONMEISTER.



THE OLD BAR HAS BEEN TURNED INTO A DUKE BURGER FRANCHISE, SERVING WHOLESOME MAD COWS IN BUNS.





MACE: THE DARK AGE

GT INTERACTIVE • JANUARY 1998

THE SPARSELY-POPULATED ARENA OF N64 beat-'em-ups will soon have a new contender walking in - Mace: The Dark Age, based on the Atari coinop, is well on the road to completion.

Unlike most other fighters, Mace is a weapons-based game, the 11 characters from, you guessed it, the Dark Ages, each having swords, pikes and long things with sharp bits



attached to lay into each other with. It

certainly looks impressive, but then so

did Dark Rift until you actually played

it. Will Mace have any substance under

its glitter? Find out soon!









GT Interactive • December

WE REPORTED LAST MONTH THAT Quake had been delayed until 1998, but GT Interactive, the UK distributors, are still adamant that it will be out in time for Christmas. Let's hope so...

Here are a few more new shots from the game to tide you over to when Quake appears - whenever that may be!

16











ASDF ASDFASDF ASDF ASDFASDF

QUAKE FORSAKEN



ACCLAIM • EARLY 1998

We showed you a couple of shots from Acclaim's zero-g corridorathon Forsaken last issue, and now we've got some more! Having played an early version of the game we can tell you that your craft (you get to choose





SAN FRANCISCO RUSH







GT INTERACTIVE • DECEMBER

YOU DON'T NEED A FORD PUMA AND A load of very expensive video trickery to drive around the streets of San Francisco at pace any more. San Francisco Rush is the latest N64 racing game, and judging from what's on view here, will be the only racer where you spend as much time in mid-air as on the road!

Another conversion from an Atari coin-op, San Francisco Rush includes all the famous landmarks that you'd expect to see whizzing past your window if you took a Bullitt/Dirty Harry/Basic Instinct-style trip through the historic city. The Golden Gate Bridge, the Transamerica Building and even that twisty little road that every SanFran car chase manages to go down are all in there.

The race is on to be the N64's top racing game - will San Francisco Rush be the first past the line? We'll review it soon, so check your mirrors!



THE CARS EVEN CRUMPLE WHEN THEY HIT OBSTACLES - WHICH HAPPENS A LOT!

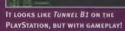


one of about ten hovering death machines) whips through the ominously-lit tunnels and chambers with the smoothness of a greased eel through Vaseline. The weapons are now up and running, and even illuminate the tunnel walls as they fire, a really cool effect.

As yet, we haven't seen the N64 game with any enemies, but we have seen the PC version and it looks like a real scorcher! There'll be more on Forsaken in a future issue, but for now you can just bask in the disco lighting and lens flares from these shots...











GASP: FIGHTERS NEXTREM KONAMI • SPRING 1998

Well, it's a hummer of a name, but

we've already been assured that it'll

THE MYSTERY MACHINE WENT CYBERPUN FOR THE NEW SCOOBY DOO SHOW.

be the first against the wall when the 3-D revolution comes. For the moment, GASP (which apparently stands for Generation of Art, Speed and Power, ho yus) is just the working title for Konami's new beat-'em-up, which offers many new twists on the triedand-tested formula, not least of which is the ability to create your own custom fighters!

There are over 700 different moves for each fighter to choose from, and plenty of different body parts available in this pugilistic Frankenstein's lab. Once you're happy with your personalised bruiser, you can save him or her to a Controller Pak and even fight against other peoples' homebrewed fighters!

As well as the custom fighters, GASP has a few tricks up its sleeves in play, as the combatants can climb onto the various objects scattered around each arena (crates, walls, even a Dormobile!) and jump onto their adversary from above to increase damage, and also lay into them with any weapons they happen to find lying around.

GASP will appear, under its as yet secret new name, early next year. Time to start working out in preparation!











TAMAGOTCHI WORLD



BANDAI • DECEMBER

If you've got a bleeping, burbling, chirping virtual pet demanding your attention all day and you're loving every minute of it, then you'll probably suffer a delightful stress-related coronary at the news that Bandai are bringing Tamagotchis to the N64!

Tamagotchi World features all the loveable little spuds from the egg-like toy, and the aim of the N64 game is

much like the regular item – nurture your Tamagotchi so that it grows up big and healthy (or torture and starve it if you're that way inclined!). The difference is that *Tamagotchi World* is played like a board game for up to four players, the Tamagotchis making their way around the board and competing in all sorts of bizarre subgames at each stop. Succeed at the games, and the Tamagotchis get to grow up.



If it sounds weird, well, it is. Tamagotchi World will appear in Japan this December, and we'll let you know more about it soon!







AUGUSTA MASTERS '98

T&E SOFT • DECEMBER 19 (JAPAN)

IF YOU PUT YOUR PLUS-FOURS AND PRINGLE JUMPERS INTO RETIREMENT after seeing *The Glory Of St Andrews* (issue 3), you might just want to dig them out again for *Augusta Masters* '98. T&E Soft aren't exactly a household name, but their speciality is golf games, so *Augusta Masters* has the potential to be a great spiky shoes experience.

This 128Mbit cart apparently models every last blade of grass (well, sorta) of the famous Augusta National course, and is even licenced by the club itself, so accuracy is hopefully assured. Augusta Masters '98 will even be Rumble Pak compatible, so you can feel every stroke you make. Fore! Christ, it's Eddie Large! Mind my car!







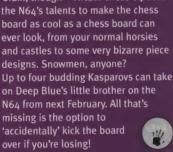
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TITUS • FEBRUARY 1998

CHESS ON THE N64? WELL, WHY NOT? WHEN YOU'VE GOT A CENTRAL PROCESSOR that powerful, it seems a shame to waste it on Cruis' n USA.

Titus's new piece of pawnography has at its core a chess program which won the world championship for microcomputers last year, so even on the lowest level it'll probably hammer you. It's not all brain, though – Virtual Chess 64 uses



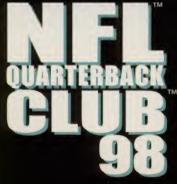






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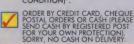
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DEAR 64 MAGAZINE,

I own a Nintendo 64 and I think that your magazine is great, but I don't like your rating system so much. I think that you should rate graphics, gameplay etc out of 100 rather than with N64 logos, because then you get a bigger variety between the games. Take, for example, the rating for Blast Corps in issue 4 and the rating for Starfox in issue 2. They both got exactly the same ratings in N64 signs but the overall score was different. Why is this? That is why I think another system would work better as this one is a bit confusing.

Thank you very much for a great magazine.

RICHARD ALUEGARD, MALLORCA, SPAIN



SAME NS, DIFFERENT SCORE, RICHARD ALUEGARD GOT RATHER HET UP ABOUT THIS.

The reason we don't use a percentage rating system for the individual review categories is that it's a bit silly, when you think about it. How can one game's graphics be 1% better than another game's graphics? We use a percentage system for the overall score because, for good or bad, it's a standard used by the retail trade to decide how many copies of a game to put in the shops (an average score over all the magazines is taken). It's still just as silly to say that one game is 1% better than another, but the percentage score has become an industry standard, so we're stuck with it!

WORD ASSOCIATION: ...AND NASTY'

DEAR 64 MAGAZINE,

Feeling remorse after your last issue, I had to share my dilemma, initially caused by a poor newsagent.

I bought an N64 a few months ago, some weeks before the price drop. But I'm not here to whine about that. I found in my high street newsagent just two Nintendo magazines, which were Total 64 and Nintendo Magazine. Having compared these I concluded that NM was best for me, being cheap and having quite good contents.

But then, weeks later, I saw your magazine in a different shop. I bought it, finding the content excellent and great, honest reviews (give the bloke/s who reviewed Hexen and Dark Rift a pat on the head!). This in turn sent me into a spin (achh! Stupid banana skin), having ruined my pattern of buying magazines. Your magazine, which has the best content, and the other being cheaper.

This is my single and only complaint - the price. Nintendo Magazine keep their price down at £2.50 and are still in business. Please explain to me why you can't do this.

Otherwise, the mag's groovy! STEVE RABLEN, HULL

Glad you found the best mag on the market, even if it did take you a while! The names of the reviewers are in the top corner of each page, and Loz and myself will consider ourselves patted. Being honest, brutally so when needed, about games is something we pride ourselves on - we're not here to puff the egos of software companies, but to prevent our readers from wasting large amounts of cash on crap games. There's no payola at 64 MAGAZINE! Though having said that, if any company wants to offer me a two week Bermudan holiday in exchange for an extra 10%...

The price of 64 MAGAZINE was a contentious issue from the start - we eventually decided to go for quality, which obviously costs a little more, but you get what you pay for. Which would you rather have - Belgian chocolate Haagen-Dazs or a family tub of Poundstretcher vanilla soft scoop? Remember, if people only bought the cheapest alternative, nobody would even own an N64!

FIGHTIN' TALK

DEAR 64 MAGAZINE.

First of all, the N64 is top notch with games like Mario 64 and Mario Kart 64. But why oh why oh why oh why oh why are the beat-'em-ups on the N64 so crap? For the SNES there were Street Fighter II and Killer Instinct, which were both excellent. However, for the N64 we have the amazing(ly crap) Killer Instinct Gold, the wonderful(ly pathetic) War Gods and the stupendous(ly pants) Dark Rift. Also, we have Clayfighter 63 1/3 which is probably a load of cack! Is it too much to ask to have a game just a slight bit more exciting than Mastermind? C'mon, Nintendo, get ver act together!

AARON DOIG, NEWCASTLE



DARK RIFT, ONE OF SEVERAL N64 BEAT-'EM-UPS WHICH JUST DON'T MAKE THE GRADE.

You mean you aren't dripping with sweat in the final seconds of Mastermind? Weird! There are rumours that Capcom will be bringing their polygonal cracker Street Fighter II EX to the N64 (treacherous dog that he is, Loz rated this at 91% in Play magazine), but at the moment these rumours are regrettably unconfirmed. There's no reason why they couldn't, though - c'mon, Capcom!

IT'S A FUNNY OLD GAME

DEAR 64 MAGAZINE,

I would just like to congratulate you on producing a top notch mag. The reviews are excellent, so too are



DEAR 64 MAGAZINE,
I'd firstly like to thank
you for producing an
excellent magazine; your reviews are
brilliant and I find them to be very

accurate and in-depth. However, after reading through issue four I noticed something that brought back an uncomfortable feeling of deja vu.

In some of the adverts, mail order companies were offering something called the 'Game Doctor V64'. After speaking to the mail order' companies concerned, I found out that the Game Doctor copies N64 games onto a CD via a PC, and each CD is about £50. With around 62 games on each CD the Game Doctor seems to pay for itself. So, for £350 it's possible to have 62 games for your N64, indeed an attractive offer, but at what cost?

The Game Doctor is similar to the Super Wild Card on the Super NES (hence the feeling of deja vu). Such piracy deproves the UK market, meaning that companies might think twice before developing for the N64 so in the end we, the gamesplayers, suffer. Piracy almost killed the Amiga market – I'm not saying the same will happen to the N64, but it's not going to help. Those who pirate games may think of it as a convoluted way of getting back at Nintendo for its

overpriced carts, but this could lead to even more expensive prices as

Nintendo try to cover for lost sales.

The CDs contain games that are just out in Japan and the US, and also some half-finished versions of games in development. When these disks reach the UK it will mean that gamers will have tried new games months before they are released. This could cause another loss in sales – would you still be interested in *Mission: Impossible* after playing half the game?

I agree that the price of games is high, but turning to piracy is not the way to bring down the price – in fact, it will have the opposite effect. The money made from the pirated CDs doesn't go to the software companies but straight into the

sweaty palms of the importers. The smaller developers like Rare will be worst hit if such piracy carries on, and I'm sure we wouldn't want the demise of such a great developer.

All that aside, videogame piracy is

illegal, and if you're caught the punishment is serious. One thing I

wondered about was if mail order companies openly advertise the fact that they sell illegal pirating devices, why can't they be prosecuted by FAST, the Federation Against Software Theft?

MARK SELVARAJAN, ST ALBANS

PS: I was a big fan of Super Gamer and was wondering what happened to Keith Pullin and Ryan Butt. Is Ryan related to Damian, or were they lucky enough to have the same surname?

You're absolutely right that software piracy is illegal. Since I took over as editor, I've requested that our advertising department remove adverts for hardware like the Doctor

V64 – hopefully they should all be gone by now. The V64 has only one real use

(if someone really wanted a Video-CD player, they could buy a dedicated unit for a lot less) and 64 MAGAZINE will not condone piracy in any way. I had an

interesting phone call from an anonymous reader towards the end of August, claiming that he had downloaded an incomplete copy of Zelda 64 from a website, and that he'd send me pictures to prove it (he never did). I was extremely sceptical about this, as 1: it implies somebody ('White Knight', apparently) at Nintendo in Japan is cavalier enough about their job to rip off code and upload it to the Internet, and 2: the mystery caller wouldn't tell me the URL of the site so I could see if he was telling the truth. If he was, which I doubt, then what he got wouldn't bear much resemblance to the final game since it has several months of development still to go and will be twice as large as the memory on the V64 to boot. Ha!

Legally, devices like the V64 fall into a grey area – it's legal to sell them, but not to use them. As long as companies don't actually sell pirated software, there's nothing FAST can do.

As for the old Super Gamer posse, Keith still occasionally drops into the office, and Ryan now edits Play magazine. And yes, he and Damian are brothers. There was some other bloke on the mag as well, but what he does now is anyone's guess...

the news, previews and feature sections. Congratulations are also in order regarding your brilliant walkthrough guide for *Mario 64*. All your guides are excellent and as for David Smithers complaining about the *Turok* guide, well nobody actually made him read it. If he was that keen to find all the secrets himself, why look at the damn thing? Like you said, it's better than having to buy expensive tips books and having pages full of reviews like *Hexen*.

Another reason for me writing this letter is the fact that in your review of *ISS 64*, you said that you could save games without the need of a Controller Pak. I have tried over and over to save games and

SUPER MA

RIO

AND THE STATE OF THE STATE OF

'BRILLIANT,' QUOTH CHRIS L, AND WHO ARE WE TO ARGUE THE WISDOM OF SOMEONE FROM HALIFAX?

team info on the cart, but to no avail. I hope you can help me out and tell me what the problem is.

Thanks again and keep up the good work!

CHRIS L, HALIFAX

Hey, a fellow Halifax lad, and not far from my home stomping ground of Skircoat Green. That's almost worth a memory card in itself.

On ISS 64, okay, I admit it – I goofed by not checking it properly (my joypad usually has a Controller Pak plugged in full time, so the game wrote to it). For that, I've sentenced myself to play FIFA 64 instead! Still, since your letter netted you a memory card from Fire, it shouldn't be a problem any more.

FOXED

DEAR 64 MAGAZINE,

I have never bothered to write to a magazine before, but I need your help! I have been waiting for *Starfox* 64 since I read your preview in the first issue of the magazine. I could not find the second issue anywhere so I could not find out the score of the game, but I bought issue three and read the Nindex at the back to see that *Starfox* scored 95%. So I was set to buy that game, but something changed my mind when I read about the E3 show in issue four where you said that *Goldeneye* was without a doubt the game of the show. So I read your preview in the magazine.

It sounds like a very good game, even the best game this year, so naturally I want it – but I can't decide between the two games! I can only afford one of the games at the moment, so can you advise me on which one to buy?

WAYNE SCULLION, BILLINGHAM

You're right, they're both great games, but of the two we'd go for *Goldeneye*. Not because it scored 1% higher than *Starfox/Lylat Wars* (see the letter from Richard Aluegard), but because it's the game everyone in the office wants to play! Back, you hounds!



GOLDENEYE - BETTER THAN STARFOX? WE THINK SO - IT'S THE BLOODY BUSINESS!





KHALID MUGTABA THINKS CRUIS'N USA IS AS GOOD AS TUROK

- HE'S OBVIOUSLY EASILY PLEASED!

WE'RE ALWAYS WRONG, APPARENTLY

DEAR 64 MAGAZINE,

I am a new reader of this new cool mag, I love it and think it's great. And I am willing and going to subscribe to it even though I am not living in the UK.

Here, games come really fast 'cause they are American, so I played a lot of games and unfortunately have a small complaint.

I didn't like your percentage ratings for some N64 games like *Cruis' n USA* which got 31% and deserved 82%, and *FIFA 64* which got 29% and deserved 80%, and *KI Gold* which got 75% when it deserved 85%, and *Hexen* which got 48% when it deserved 75% and *MK Trilogy* which got 62% and deserved 85%, and finally *NBA Hangtime* which got 60% and deserved 80%.

So I think you should think more before rating a game. And remember, I don't blame you since you are a new mag, and please take this as help, not an insult.

Thanks a lot for your hard work to make this successful.

KHALID MUGTABA, UNITED ARAB EMIRATES

We think a lot before rating a game. And then we think some more. And our thoughts are thus: no it didn't, no it didn't, no it didn't, no it didn't and no it didn't. Cruis'n USA as good a game as Turok? Nuh-huh!

YANKING OUR CHAIN

DEAR 64 MAGAZINE,

Okay, someone is gettin the wrong deal here. You apparently didn't know that you had American readers, did you? Well, you do, and I don't know how many of us there are, but it seems that you are ignoring us, if you know about us.

First of all, all of the prices you mention are in francs. Please tell prices in dollars, or, since that is probably too much to ask for, tell us how to convert dollars to francs. We are very confused at price estimates and stuff when there is hardly ever an American dollar estimate. You mentioned one in your volume three issue, but that was the Saturn's price from about f100 to \$150. Does this mean \$1.50 American money is worth one franc? Please tell me, I have been confused by the UK numbers...

Another thing is, you made fun of America. In a way. You wrote, "War Gods is just another American

game that's all graphics and no gameplay." Well, yeah, we know the game sucks, so do a lot of other games, but what you said could be seriously misinterpreted by other people.

One good thing about your magazine – you have a good sense of humour. The joke about Kirby, "...if Kirby had taken off like Mario, we'd have games like Kirby World 64, and Kirby Kart 64, where the little pink blob races against his mates Green Blob, Blue Blob, Yellow Blob and Vomit-Coloured Blob. But it was not to be." had me and my brother laughing our heads off for a long time. Nintendo Power doesn't have any real humour, but you guys kick butt there. Not referring to your managing editor or his younger brother, of course.

KYLE RILEY, CYBERSPACE USA

Francs? Francs? You mean pounds, mate! How can anyone mistake the great British quid for some poncy Euro-shrapnel? Look! £, f, totally different. I'd never make such a mistake with the American schilling. (That is what the \$ means, isn't it?)

The bulk of 64 MAGAZINE'S sales are in the UK, so obviously the prices quoted in the mag will be in pounds. At the time of writing, \$1.55 is equal to £1.00, but you should be able to check the exact rate at banks or financial Internet sites.

Anyway, we weren't making fun of America, we were just getting our own back for all those American films where Brits are portrayed as effeminate upper class twits! And how come you never use electric kettles, while we're at it?

THIS MAN SAYS HE'S STUPID

DEAR 64 MAGAZINE,

I would like to ask your more experienced and obviously all-knowing team about page 7, issue 5, and the column headed 'Spot D Difference'.

In this column you mention that "each 64DD disk can be unique, with different versions of the same game coming off the production line without the need to create new master disks Even if you buy two copies that came off the production line one after the other, they won't play in the same way." Now for my question (finally). Doesn't this mean that you won't be able to publish one of your famous players' guides because your copy may be different to everyone else's? Oh, but please excuse my stupidity, you must already have thought of that.

You may already be aware of this (I've only read issues four and five), but it's not in your Mario 64: Solutions, Secrets And Strategies book. There is an extra life outside the castle. Yeah okay, you already knew that. So I won't tell you that it's on the left side as you walk along the path towards the waterfall. I also won't tell you that there are nine trees. If you climb the

seventh tree and do a

handstand at the top you get an extra life. But as you already know, I won't tell you. Okay?

By the way, what's the crack with *Doom 64*? I'd heard it was coming out so decided to see what you said. In issue four you said it was "tired, boring and should be retired" [er, where exactly? – Ed]. So I

thought, "Okay, forget that one, what about *Multi Racing Championship*? In your E3 report you said it was looking better every time you saw it. In issue five you said *MRC* was rubbish and *Doom 64* "could still grab you after all this time".

You were more than generous towards a tired old game and got heavy on a possible new one. I'm confused. Sorry!

COLIN MORGAN, MAESTEG

A psychiatrist writes: Constant reference to one's self as being stupid may be indicative of a deeprooted inferiority complex. Alternatively, it may be a sign of a smart-arse using sarcasm to imply he's much more clever than the people he's addressing! Which could it be?

An editor writes: Seeing as the 64DD looks like it's going to suffer even more delays than the N64 itself, doing guides to unique games isn't a problem we'll have to worry about for some time. So we missed one extra life in Mario 64 – oh no, the entire game's ruined! Ruined! The MRC versus Doom question – Doom is an old game with dated gameplay, but it's still fun. MRC is a new game with dated gameplay, and it isn't fun. What's so hard about that?



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2. New 2600 sqft Upminster Shop Grand Opening October 18th 9.30 am with free gifts, competitions, attractions and more. 209-213 St. Mary's 🔇 Lane, Upminster, Essex - Opposite Somerfield.

3. FREE Virtual Pet latest craze worth £14.99 with every full Special Reserve Membership (£6.00) if you

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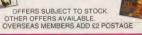
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LIKES: EXCITEMENT, HELPING OUT, SPEED (NOT THE POWDER) DISLIKES: SLEEPING THROUGH THE DAY, DOGS DO THEY HAVE BADGERS IN AMERICA OR JAPAN? PROBABLY NOT. ANYWAY, THIS PARTICULAR BROCK IS A BIT OF A SPEED FREAK, PREFERRING TO DRIVE AROUND AT HIGH SPEEDS THAN SPEND ALL DAY IN A HOLE. CAN'T ARGUE WITH THAT. "OH NO!" IS HIS RESTRAINED RESPONSE TO ALL DISASTERS

Nintendo's MONKEYTASTIC big Christmas game comes from the coding **GENIUSES** at Rare – and

we've PLAYED it!

magazine to bring you news on Diddy Kong Racing last issue, and now you can get the full lowdown on the game that Nintendo reckon will crush all comers this Christmas! The 64 MAGAZINE crew went up to Rare's headquarters in Warwickshire (two visits in as many months - they'll be letting in tour parties next!) to see the latest adventure for the Kong family. The amazing stuff on offer here is only a small part of the whole game - we saw plenty more levels and secrets, but unfortunately we're not allowed to tell you about them just yet. (The word 'electrodes' and certain body parts were mentioned in the same sentence by Rare's grim sentinels...)

The big difference between Diddy Kong Racing and Mario Kart, which at first glance it strongly resembles, is the adventure aspect. In order to open

WE WERE THE FIRST UK

up new tracks, Diddy and co have to accomplish tasks set for them by trunk-schnozzed guru Taj and the various bosses of each world, the ultimate aim being to defeat the evil Wizpig. However, things don't end once the porky one is bacon - begin the game again and you'll find that things have changed, with some new hidden levels that are literally out of this world. Complete the game again, and who knows what might happen or who you might meet?

The game's creators reckon that to see everything in the game would take somebody a minimum of 50 hours play - and since they programmed it, they know exactly where to look! Trying to discover everything from scratch could literally take weeks. This game has more hidden depths than the Pacific Ocean!

For multiple players there is of course a head-to-head (-to-head-tohead) option, where you can either

THE ROGUE'S GALLERY OF CHARACTERS THAT YOU CAN PLAY. THERE ARE AT LEAST TWO OTHER CHARACTERS HIDDEN WITHIN THE GAME...

54 magazine Volume 6 1997

This game has more hidd





Dino Domain

TRACK 1: ANCIENT LAKE

A NICE EASY DUMB-BELL TRACK, THIS COURSE IS AN IDEAL PLACE TO PRACTICE.



TRACK 2: FOSSIL CANYON

ARID AND SANDY, THIS TRACK IS ALSO HOME TO SOME PURPLE PTERODACTYLS.



TRACK 3: JUNGLE FALLS

A SIMPLE CIRCUIT, MADE SLIGHTLY TRICKY BY A NARROW TUNNEL AND POOLS OF WATER.



TRACK 4: HOT TOP VOLCANO

ONE FOR THE PLANES, THIS AERIAL CHASE TAKES PLACE OVER A RIVER OF MOLTEN LAVA!



Tiers Of My Tracks

THE TRACKS CAN BE ACCESSED IN HAVE COLLECTED ENOUGH BALLOONS TO OPEN THEM. HERE ARE THE FIRST 12 COURSES - THERE ARE PLENTY MORE AFTER THAT FOR YOU TO DISCOVER!

SPECIES: SQUIRREL LIKES: HIS GIRLFRIEND (AWW!), NUTS. SURPRISES DISLIKES: UNFAIR ODDS, A QUIET LIFE ANOTHER MOONLIGHTER, CONKER'S QUEST (CLEVER WORDING, CHEERS) HAS BEEN INTERRUPTED BY THE THRILL OF CRASHING FAST-MOVING VEHICLES INTO WALLS. "READY OR NOT, HERE I COME!" IS HIS CATCHPHRASE - HOPEFULLY NOT ONE HE USES WITH GIRLFRIEND



ALMOST A FULL COMPLEMENT OF POWER UPS - ONLY THE BOOST IS MISSING.



THESE RINGS FULFIL THE SAME PURPOSE AS THE CHEVRONS ON THE GROUND -BLASTING YOU OFF AT WARP SPEED!



IN THREE-PLAYER GAMES, THE FOURTH SCREEN SHOWS THE TRACK FROM EXCITING ANGLES.

Boss Bonanza

EACH WORLD HAS A BOSS, WHO ONCE ALL THE TRACKS IN HIS WORLD HAVE BEEN BEATEN CAN BE CHALLENGED TO A RACE. THE BOSS OF DINO DOMAIN IS, LOGICALLY ENOUGH, A DINOSAUR, WHO WANTS YOU TO RACE HIM TO THE TOP OF HIS MOUNTAIN, IF YOU MANAGE TO REACH THE SUMMIT BEFORE HIM (PREFERABLY WITHOUT BEING STEPPED ON AND SQUASHED), HE'LL CONGRATULATE YOU AND CHALLENGE YOU TO COMPLETE THE SILVER COIN CHALLENGE. THIS INVOLVES COMPLETING ALL THE TRACKS ON THAT WORLD AGAIN, COMING FIRST EVERY TIME AND COLLECTING EIGHT SILVER COINS THAT ARE DOTTED AROUND THE TRACK!

ONCE YOU'VE FINISHED THE CHALLENGE, YOU GET TO RACE THE BOSS AGAIN, THIS TIME WITH MORE OBSTACLES IN YOUR PATH. BE FIRST TO THE SUMMIT FOR A SECOND TIME, AND THE BOSS WILL REWARD YOU WITH A QUARTER OF A MAGICAL AMULET. COLLECT THE WHOLE THING, AND WIZPIG IS PORK SCRATCHINGS!







LIKES: HIS LAMP, HIS MOUNTAIN, PEACE DISLIKES: BEING WOKEN UP, HIS CARPET

OVERHEATING JUST YOUR AVERAGE MAGICAL BLUE ELEPHANT ON A FLYING CARPET, TAI WAS KICKED OFF HIS

MOUNTAIN BY WIZPIG AND IS UNDERSTANDABLY NARKED ABOUT THE WHOLE THING. HE BECOMES ENRAGED WHEN COMPARED TO APU THE

KWIK-E-MART MANAGER.

64 magazine Volume 6 1997

Diddy Kong Racing

Snowflake Mountain

TRACK 1: WALRUS COVE

WHO NEEDS EXTREME G? THE FIRST SNOWY TRACK BOASTS STUNNING LOOP-THE-LOOPS!



TRACK 2: SNOWBALL VALLEY OUT IN THE OPEN FOR THIS TRICKY CHASE

OVER SOME VERY ICY SURFACES!



TRACK 3: EVERFROST PEAK

ANOTHER PLANE TRACK, THIS TIME WITH LOTS OF DUCKING AND DIVING INTO TUNNELS!



TRACK 4: FROSTY VILLAGE GOOD JOB IT'S COLD, OR THE NEIGHBOURS



Sherbert Island

THIS TROPICAL PARADISE IS HOME TO A PIRATE GALLEON, WHICH MAKES UP PART OF THE TRACK!



TRACK 3: PIRATE LAGOON

A GROUNDED GALLEON AND LOTS OF LITTLE ISLANDS MAKE THIS A HOVERCRAFT FAVE.



TRACK 2: WHALE BAY

USE A HOVERCRAFT TO ZIP ALONG BEACHES THAT MAKE YOU WANT TO BOOK A HOLIDAY.



TRACK 4: TREASURE CAVES

CONTAINS CAVES WITH TREASURE, SURPRISINGLY ENOUGH!

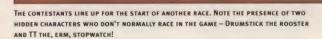


LIKES: HER FRIENDS, CHEESE, TIDINESS DISLIKES: BULLIES, CATS, A MESS IN A SHOCKING DISPLAY OF RACHMANITE TENDENCIES, WIZPIG EVICTED PIPSY FROM HER HOME SO THAT A GROUP OF YUPPIE RATS COULD MOVE IN, OR SOMETHING. AND NOW

SHE'S MAD, WELL, AS MAD AS A MOUSE CAN GET. "WATCH IT, BUSTER!" IS HER THREATENING BATTLE

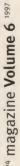


SPECIES: HONEY BEAR LIKES: HONEY, MUSIC, DISCO DANCING DISLIKES: FLYING, THE DARK No wonder Banjo-Kazooje has been DELAYED UNTIL NEXT YEAR — BANIO'S BEEN MOONLIGHTING AS A RACER! BEING UNABLE TO STAND THE SIGHT OF INJUSTICE, BANJO decided to make like Batman (no, not DON A RUBBER OUTFIT). "GAHUH!" IS HIS CONTRIBUTION TO WESTERN CIVILISATION.











Power Arrangers

NO GAME WOULD BE COMPLETE WITHOUT POWER-UPS, AND DIDDY KONG RACING HAS PLENTY. EACH OF THE FIVE POWER-UPS HAS THREE LEVELS OF STRENGTH, BUILT UP BY COLLECTING APPROPRIATELY-COLOURED BALLOONS.

WHETHER A CHEVRON ON THE GROUND OR A RING IN THE AIR, THE



GRAB BLUE BALLOONS TO GAIN TURBO SPEED. THE HIGHER THE LEVEL, THE LONGER AND FASTER THE EFFECT.

YOU DON'T NEED 99

RED BALLOONS, JUST

THREE WILL DO! THE

FIRST GIVES YOU A

ROCKETS

EACH SHIELD POWER-UP, OBTAINED FROM YELLOW



BALLOONS, GIVES YOU A BROADER AND LONGER-LASTING SPHERE OF PROTECTION.

DUMP ANNOYING STUFF IN YOUR WAKE WITH THE HELP OF GREEN BALLOONS. THE MOST BASIC IS AN OIL SLICK,



THE SECOND IS A MINE AND THE ULTIMATE IS A **BUBBLE THAT TRAPS OTHER RACERS!**

MAGNETS THE GROOVY RAINBOW

BALLOONS GIVE YOU A MAGNETIC PERSONALITY! THE FIRST LEVEL PULLS YOU TOWARDS THE VEHICLE YOU



TARGET, THE SECOND INCREASES YOUR RANGE, AND THE FINAL LEVEL ACTUALLY HAULS THE OPPONENT BACK TOWARDS YOU!

BANANAS

THESE INCREASE YOUR VEHICLE'S SPEED - YOU CAN COLLECT A MAXIMUM OF TEN.



EVERY TIME YOU'RE HIT BY AN ENEMY, YOU LOSE TWO BANANAS, LOSE THEM ALL, AND YOU SPIN OUT!

SIMPLE FORWARD-FIRING ROCKET, THE SECOND TURNS IT INTO A

HOMING MISSILE, AND THE THIRD GIVES YOU A SALVO OF TEN MISSILES!

TIPTUP BECOMES THE BOY IN THE BUBBLE. "AAAAAARGH!"



DIDDY FIRES HIS SHIELD, EVEN THOUGH THERE'S NOBODY NEAR HIM. THE FOOL!



ONCE YOU'VE WON ENOUGH GOLDEN BALLOONS, YOU CAN OPEN UP NEW TRACKS.

Who knows what might happen -

Tiptup LIKES: SITTING DOWN, STAYING OUT OF TROUBLE DISLIKES: SPEED, SUDDEN NOISES, FALLING OVER TIPTUP IS THE MONICA GELLER OF THE DIDDY KONG RACING FRIENDS - SOBER. RESPONSIBLE AND DULL. IF HE WASN'T DRIVING A KART, PLANE OR HOVERCRAFT HE'D BE BEHIND THE WHEEL OF A HONDA. PROBLEMS ARE GREETED WITH

magazine Volume 6



SPECIES: MUTANT SPACE PIG LIKES: HIMSELF, SPOILING OTHER PEOPLES' FUN DISLIKES: ALMOST EVERYTHING THE SPACE-TRAVELLING FAT BOY GOES FROM PLANET TO PLANET LOOKING FOR STUFF TO BREAK AND PEOPLE TO WIND UP. HE LEAVES WHEN HE GETS BORED, WHICH IS USUALLY WHEN EVERYTHING'S BUST, CAN DIDDY AND CO KICK HIS PORCINE ASS BACK INTO SPACE BEFORE THIS HAPPENS?



THE HUGE DINOSAUR ISN'T JUST FOR ORNAMENT - HE ACTUALLY WANDERS AROUND THE TRACK!



THAT'S ONE BIRD THAT'LL CAUSE MORE THAN A FLAMEOUT IF IT GETS SUCKED INTO THE ENGINE!



KRUNCH TAKES A SOUND BEATING AT THE ENTRANCE TO A TUNNEL IN JUNGLE FALLS.



THAT'S A NEAR MISS IF EVER I SAW ONE! THOUGH ISN'T A NEAR MISS REALLY A HIT?

DISLIKES: SALADS, BEING CAUGHT MAKING MISCHIEF HE'S DIDDY'S BEST MATE, IS ENTIRELY UNCONNECTED WITH TONY THE TIGER FROM THE FROSTIES ADVERTS, AND HAD BEEN LEFT IN CHARGE OF THE ISLAND WHEN THE EVIL WIZPIG TOOK OVER. IT'S ALL HIS FAULT,

HEAD, HIS CATCHPHRASE IS

LIKES: SWEETS, MAKING MISCHIEF BASICALLY. LIKE BUTT-

or who you might meet?

Taj, Ma Pal

ALL RIGHT, FAT BLOKE? NICE BLOKE. FAT BLOKE. NICE AND FAT AND BLUE AND HELPFUL. TAJ THE GENIE CAN BE FOUND IN THE CENTRAL AREA WHERE YOU START THE GAME - JUST DRIVE UP TO HIM FOR ADVICE AND CHALLENGES. COMPLETE ONE OF HIS TASKS AND YOU'LL BE REWARDED WITH A GOLDEN BALLOON, WHICH LETS YOU OPEN UP **NEW TRACKS!**





SPECIES: KREMLING LIKES: RESPECT, LOUD ROCK MUSIC DISLIKES: THE KONGS, CUTE LITTLE ANIMALS, BRUSHING HIS TEETH He's a wild, wild rebel, as indicated by HIS LITTLE SKULL-AND-CROSSBONES JACKET. He'S REALLY ABOUT AS THREATENING AS A 13-YEAR OLD METALLICA FAN WITH THOSE SILLY STUDDED WRISTBANDS. "OUTTA MY WAY!" HE ROARS, UNCONVINCINGLY.



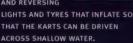


Carmageddon! THERE ARE THREE VEHICLES IN DIDDY

KONG RACING; A KART, A HOVERCRAFT AND A PLANE. AT FIRST ONLY THE KART IS AVAILABLE, BUT IT WON'T BE LONG BEFORE YOU CAN SKID OVER THE SEAS OR TAKE TO THE SKIES! THERE MAY EVEN BE A HIDDEN VEHICLE, BUT IF THERE IS, IT'LL TAKE YOU A LONG TIME TO FIND IT!

KART Not too DIFFERENT FROM THE VEHICLES IN MARIO KART, BUT NOW WITH WORKING BRAKE















64 Feature

What's the connection between Mr T, the CIA, Scooby Doo and ELVIS? Super Mario, of course! 64 MAGAZINE exclusive

DEGRE



..whose gleaming teeth were outshone in Top Gun by miniscule megastar Tom Cruise!



...who though shunning adverts in America is more than willing to flog stuff in Japan, just like Arnold Schwarzenegger!



...who starred as one of many James Bonds in Casino Royale with Peter Sellers, aka Inspector Clouseau



Mary Tamm, who later turned up in doom 'n' gloom soap Brookside!



32

who was replaced as Batman by neck-cricking ER bloke



who was replaced as the Saint by pouting sulker Val Kilmer...



who made her feature film debut as a girlfriend of Woody Allen.



...who appeared in grimy sequel Alien³ with Paul last) Doctor Who..



...who in The Last Crusade played the picky pop of whip cracking Indiana Jones!



..who co-starred in Winner film Bullseyel Roger Moore...



...who starred in ropey thriller Half Moon Street alongside lanky alienkiller Sigourney Weaver..



...who in one episode appearance from Basil Fawlty himself, John



.who is a celebrity golf player on a par with chuckling Pringle-sporter Ronnie Corbett!



who took over the role of James Bond from grizzled milkman



..who starred in films like Cockney Michael Caine.



...who was played in the film of the game by cor-blimey phone peddler Bob Hoskins...



.who as The Six fought against none other than Bigfoot!



..who got her big break in the 1991 TV movie Bionic Showdown with inflation-adjusted six



Dennis Hopper.



married to one of those 70s icons of spandex kitsch, Charlie's Angels!



...who in the movie Speed planted a bomb on a bus driven by chirpy Sandra Bullock...



...who in between playing starring Jodie Foster..



...who was joined in the ranks of the world's foolishly grinning protégé Tony Blair!



..who in one of the 17,000 Rocky films fought and (what a surprise) beat medallion man Mr T!



...who had the misfortune of trying cybersex in Demolition Man with mumbling pug Sylvester Stallone



...who in Taxi Driver was protected by mohawked loon Robert



...who in her new film Gump and rubbed shoulders with tattootodgered (allegedly) Bill Clinton.



..who made a remarkably poor fist of playing brutal sci-fi lawman Judge Dredd!



subject of a song by 8os pop divas



..who played Don following the example of mumbling method master Marlon Brando!



...who, in their film debut, had his home invaded by those animated snickerers of doom, Beavis and Butt-head!



ER MARIO NATION



who at one point In his murky past was the head of bungling Fidel Castro assassination bureau, the CIA!



in his animated cool, now cold FBI



..who starred in **Body Snatchers** with everyone's favourite geek, Jeff Goldblum!



very dull 24 hour film made by pretentious soup can painter Andy Warhol



episode mocking former US President 'Vomiting' George Bush...



...who had not one, but two guest visits from one-time Spockster Leonard Nimoy...



.who plunged to his death from the historic and quite tall Empire



...which in Independence Day was blown to smithereens by the 33



..who launched the might of the West's against fat-faced third world dictator



taking cameo in an episode of top The Simpsons.



.who launched a number of lawsuits from the peeved copyright holders of King Kong...



starred in a cartoon series from Hanna-Barbera, creators of Scooby Dool

At the centre of it all is mascot, the moustachioed plumber Super Mario...



..who was created by Nintendo's top designer Shigeru



created the simian barrel-chucker Donkey Kong..



who once fought against radioactive lapanese icon



..who was created by the ill-considered testing of a nuclear device, just like The





...who was also into the world the security-unconscious Princess Zelda.



...who is set to make a cameo appearance in an episode of New York hipcom Friends...



...one of whom. Courtney Cox, appeared in Scream, directed by the creator of pizza-faced Freddie Kruger!



.who recently employed the services of mini-skirted Girl Power exponents The



princess second only in



who gave her name. to a daughter of Nintendo-obssessed



of whose number Matthew Perry was once an 'item' with bee-stung lippage queen Julia Robertsi



..who was one of many Star Wars characters put by tooth-rotters Pepsi...



who turned out to be the sister of Luke Skywaiker, piayed master thesp



..whose breakthrough appeared on Happ) Days, starring The



..who was 'just slightly' influenced by the King of rock 'n' roll 'n' drugs 'n' burgers, Elvis



..who used to wares with the help of moonwaiking wacko Michael Jacksoni



ridiculed in hilarious aliens-and-bodily-Rock From The Suni



insuitingly as an example of bad acting by perpetually angry director Oliver Stone



.who appeared with Richie Cunningham, aka Ron Howard, who directed Apollo 13 starring original 'six degrees' man Kevin Bacon!



GIZMOS &

It's been a **WHILE** since we subjected any plug-in **THINGS** to our particular form of **TORTURE**, so here are a **FEW** things to keep the tech-heads **HAPPY**...

V₃ Racing Wheel

£79.99 • INTERACT • (01204) 862026

There are actually two parts to the V₃ – the wheel itself, and a set of foot pedals. The pedals have a default setting that mimics the A and B buttons on a regular pad, which in all the N64's racing games to date corresponds nicely to the accelerator and brake. The pedals are hinged at the base, so if you've ever wondered what driving a Porsche is like, you can find out without having to shell out 50 grand or so.

The wheel has adjustable tilt and height, but annoyingly it doesn't tilt down far enough to match the driving position of most cars – it's actually a lot like driving a Mini! The base of the wheel can be fitted with suction cups if you want to attach it to a desk, but it's also designed to be held down on a chair between your thighs, which

looks very dubious!

The wheel acts like the left and right movements of the analogue stick, with a small thumb control on one side for analogue movements up and down. All the other buttons, and the D-pad, are duplicated on the hub of the wheel and are on the whole easy to reach, though the Z button is annoyingly positioned. If this becomes a problem, the buttons can be reconfigured, as can the sensitivity of the wheel itself.

However, 80 quid is a lot of money for a glorified joystick – even though it works well, it doesn't offer any advantages over the cheaper Fire unit.

64 MAGAZINE RATING:





The second steering wheel this issue (there are at least another two waiting in the wings) takes a different approach to the V3, being a multi-format bit of hardware. Clever electronics (and three sets of plugs coming off one wire) allows the VRF1 to be used with an N64, a PlayStation or a Saturn, depending on your taste.

This amortisation of design costs does cause a few ergonomic problems, since the buttons on the wheel itself have to mimic the functions of three very different control pads. The N64 seems to have come out worst, the Z button being right on the hub and hard to reach comfortably in the middle of a frantic game of *Mario Kart*. The

pedal unit is a lot lighter than the V3's, so has the irksome habit of wandering around under your feet.

However, the wheel itself tilts downwards a lot further than the V3, which makes it a hell of a lot more comfortable to use on a desk, and it feels a bit more solid as well. In play it's nicely responsive, though there is a slight dead spot when in the centred position which causes a lot of sawing back and forth until you get used to it.

As with the InterAct wheel, this is quite an expensive add-on, and is aimed at hardcore racers. For them, the VRF1 looks quite a good bet.

64 MAGAZINE RATING:





1)(5 GA

Arcade Shark £49.99 • INTERACT • (01204) 862026

ripped bodily from an arcade machine, and is ideal if you think the regular Nintendo pad is too weedy to withstand the pounding from your mighty fists. For the first time, a pad actually has decent-sized C buttons, which is a definite plus in beat-'em-

This big ol' stick looks like it's been

ups. The whole schmeer is ideally suited for fighting games, in fact - all you have to do now is hold out until a really good one is released!

We subjected the Shark to a pounding, and it stood up to everything we could throw at it, though we had the sense to stop before the 'spilt Coke' test. Its weight means that it stays put while you're using it, though its huge footprint requires a large, flat, clear area, which may be a problem in small bedrooms!

With a screw-in joystick for use in the digital and analogue pads and robust buttons, as well as autofire and slo-mo functions, the Arcade Shark is a good bet for serious players (with a space in front of their TV about the size of a deep-pan pizza - oh, and deep pockets). Roll on Street Fighter 64!

64 MAGAZINE RATING:





SharkPad Pro 64

£29.99 • INTERACT • (01204) 862026

Nintendo's bizarre insistence that 'three-pronged' pads are theirs and theirs alone (flinging writs around with merry abandon while letting people clone their Rumble Pak willy nilly) has meant that other manufacturers have been forced to saw off the odd prong here and there to avoid lawsuits. The SharkPad Pro was the first of these to reach the office, and is a reliable enough offering, though not as comfortable to hold as the

Although it has slomo and autofire built in, the analogue stick isn't as smooth as Nintendo's, games like Lylat Wars an occasionally stiff experience. The transparent case also lets you see exactly how a pad works, if you like that sort of thing! However, at the current price it doesn't offer any added value over the standard Nintendo controller.

64 MAGAZINE RATING:



4 Meg/1 Meg Memory Cards £29.99/£14.99 • DATEL • (01785) 810800

Okay, wait a minute. The 4 Meg card is the equivalent of 16 regular Controller Paks. Does anybody have that many saved games? You could even keep 21 Hexen positions on here, if you were completely insane.

Fortunately, you don't have to worry about bank switching any more. Say goodbye to dip switches. Kiss pressing buttons goodnight. Datel's nifty new linear memory system lets the N64 access every last byte all in one go! If you

hold down Start when powering up

the machine, instead of the regular 123 pages, you'll find a quite obscene number waiting for you instead, which makes scrolling through them all tremendous fun!

If you get a 4 Meg card, you won't be needing any extra memory for a long time, and even the smaller 1 Meg card is much better value than its competitors, if only for its ease of use. 64 MAGAZINE RATING:





LX4 Controller £24.99 • GAMESTER LMP • (01992) 503133

LMP have gone one step further than other third-party pad manufacturers and done away with prongs altogether. This makes their LX4 pad quite odd-looking at first, as it's much more squared-off than anything else for the N64.

Once you get past the weird design, the LX4 is actually a very good pad. Although it's slightly unbalanced if you've got a Rumble Pak plugged into the back (the lack of prongs to grip makes it tip downwards), most of the time it's comfortable enough, though if you've got a really fat index finger you might find reaching the Z button a squeeze.

As well as the normal functions, the

LX4 also offers slo-mo (as usual, this is really more of a rapid pause than a true slow-motion function), programmable auto-fire and turbofire trickery. The high point of the pad is the analogue stick, though - once it's worn in it's easily as good as Nintendo's own stick, being very smooth and lacking the 'clickiness' than many pads display.

Although it's more expensive than some of the other third-party pads, the LX4 is well worth considering. Stumpy it may be, but it's great to

64 MAGAZINE RATING:





LX4 1Mb Memory Card

£17.99 • GAMESTER LMP • (01992) 503133

A no-frills 1Mb memory card, which uses the now old-fashioned bank switching method to flip between its four 256K memory banks. On the back of the card are two tiny dip switches

which require either well-

manicured nails or a miniature screwdriver to move. This method was already old

when Datel's Mega Memory card (see issue 2) came along, offering bank switching at the push of a button, and their new linear memory cards make this seem even more dated. The LX4 does its job, but Datel's more advanced and easier to use 1Mb card is cheaper.

64 MAGAZINE RATING:



LX4 256K Memory Card

£9.99 • GAMESTER LMP • (01992) 503133 For those on really tight budgets, Gamester's little brother to the 1Mb card is a clone of the regular

Controller Pak, only cheaper. It works just like Nintendo's memory card, so what more can we say?

64 MAGAZINE RATING:



Shockwave

£24.99 • DATEL • (01785) 810800

Whether you think Nintendo's Rumble Pak is a new frontier in interactive gameplay or just a gimmick, other manufacturers are keen to grab their own stake of the vibrator market. First off the mark is Datel's Shockwave. which as well as the familiar Rumble Pak functions of, well, rumbling, has some extra tricks of its own thrown in.

First off is the built-in memory, a total of 1Mb (four times the size of a standard Nintendo Controller Pak). which in common with all Datel's current memory cards is a 'linear memory' gadget that allows you to save to the entire card without having to switch between 256K banks. One of these on its own would cost you

£14.99, so in effect you're getting it for bobbins.

The other piece of trickery that sets the Shockwave apart from other rumblers is its ability to shake even on games that aren't Rumble Pak compatible. This works by a small microphone in the front of the unit listening out for loud noises from the TV (explosions, crashes, what have you) and shaking the pad in response. Since it works with any noise, a sudden outburst of swearing when you lose a life will also set it off!

Because the Shockwave doesn't use batteries, instead drawing power from the N64 itself, the vibration isn't as powerful as in a normal Rumble Pak.

Since we often find the trembling of Nintendo's plug-in quite intrusive, this isn't the drawback it sounds.

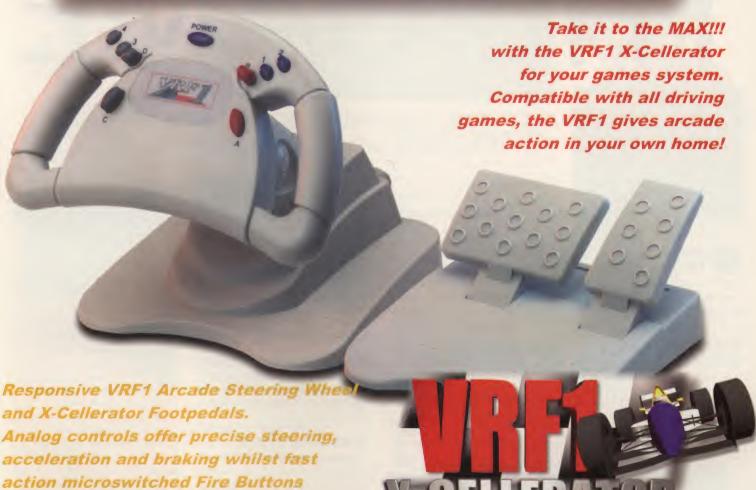
Considering what it offers, Shockwave is a bargain, Just don't talk too loudly while it's plugged in! 64 MAGAZINE RATING:





1997

get into the 150 the





allow rapid gearchanges.

Multi-Format 3 in 1 for N64, Playstation and Saturn or PC and Compatibles

Also available from Blaze;

Standard and High Capacity Memory Cards, Scart, S-Video and AV Cables, Controller Extension Cables, Hyper 64 Controllers (coming soon), Jolt Pack (coming soon).

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Tel: 01302 321905 Fax: 01302 322061, e-mail: blaze@fire-international.ltd.uk

THE RULES THE GAME



THE ARCHITECT'S DREAM



ARCHITECT'S DREAM, THE

Platforms in games never require supports of any kind to hold them up, but can just float in mid-air without a care in the world.

Boss Luminescence Effect

Large enemies, whether organic or mechanical, always flash helpfully when they take damage to show that the player is hitting their most vulnerable spot. Worn-out RULES, over-used EFFECTS, tedious SCENARIOS, unbelievable OCCURRENCES — they're all here in 64 MAGAZINE'S list of videogame CLICHÉS!

CLAYFIGHTER CURSE, THE

Games that deliberately set out to be funny never are.

DENIAL OF DEMOGRAPHICS

In any game where you have a selection of characters, there are always at least three times as many men as women to choose from.

FERGIE FACTOR

No matter how many times they're

BENNY HILL RULE

Any female character wearing a short skirt will, at some point in the game, expose her knickers.





kidnapped, princesses never have the brains to beef up their security.

FINAL BLIM FORTITUDE

Combatants will always fight at full strength until their energy bar is down to its final blim, after which the tiniest touch knocks them cold.

FINAL FIGHT RULE

The hero's girlfriend will *always* be kidnapped.

GRAVITY OF THE SITUATION

IMMORTAL KOMBAT

No matter how many times they're



FINAL BLIM FORTITUDE



- 1: Items of value to the player are always found floating in midair with no visible means of support.
- 2: The more visually impressive a character's move, the longer he can stay in the air while performing it.
- 3: Gravity can always be overcome by making jumping motions while you're already in
- 4: Spaceships are only ever affected by gravity when it's vital to the plot (also known as 'The Slippy Effect'.
- 5: Bullets and other projectiles are never pulled downwards by gravity even if they are travelling at less than walking pace.



Videogame Clichés



killed, characters in a beat-'em-up always survive for the sequel.

KEY OF THREE

Any PC port that uses more than three keyboard commands will be totally unplayable on a console.



LAW OF IMPACT **EQUALISATION**

A punch from a six stone teenage girl is just as painful and damaging as one from a heavyweight boxer.

LAW OF INHERENT COMBUSTIBILITY

Everything explodes, no matter what it's made of.

LAW OF INVERSE FATALITIES

The more time a beat-'em-up spends on gruesome and OTT death moves, the less good it is.

LYLAT LAW

Any game which has to be renamed for its European release will invariably have a worse name than the original.

MORAL MINORITY

Any all-formats game that Nintendo insists is toned down in some way so as not to cause offence will mysteriously never do as well as it did on other, uncensored, formats.

MURRAY'S SYNDROME

Commentators in any N64 sports game have a vocabulary of no more than 50 words.

NEWTON'S LAWS (VIDEOGAME VERSION)

1: An object at rest will tend to leap up and attack when the player approaches.

2: An object in motion will stop moving as soon as it goes off screen. 3: For every action there is a ridiculously large and visually impressive reaction.

NO GENITALS PLEASE, WE'RE MALE DESIGNERS

Female characters in games always have big boobs and long legs, but male characters never have bulging lunchboxes or Darcy trousers.

RULE OF **FEMALE AGING**

The only women over the age of 25 in videogames are crones, evil, or both.

MONK RULE

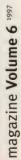
No matter what a male character goes through to rescue the woman he loves, he will never expect anything in return more passionate than a peck on the cheek. Which will make him blush.

No NATURISM IN NATURE

Animals must always wear clothes; the more important they are in the game, the more clothing they wear. The reverse of the latter clause is true of women.









SLO-MO LAW

No projectile, be it physical or energy in nature, travels faster than the player or his craft can move out of the way.

STALLONE SYNDROME

The hero of any action game merely grunts when hit by bullets, whereas his shots, which often come from the same kind of gun, instantly kill enemies.

WAY OF THE **EXPLODING ARSE**

The part of any videogame character which inflicts the most damage on enemies is the bum.



STURGEON'S LAW (VIDEOGAME VERSION)

90% of Midway's N64 games (to date) are crap.



TEMPORAL TRASHINESS RULE

ZOLTAR'S LAW OF ANTHROPOMORPHISM

The evil villain's enormous ultimate death machine is always built in the form of a human or animal, rather than anything practical.



characters together won't have any characters worth bringing together to begin with.

WALLEYE EFFECT

All characters in first-person shoot-'em-ups have eyes like fish, making the scenery distort wildly at the sides of their view.

Yo! RULE

Any game where the main character wears a backwards-facing baseball cap and/or shades will not be nearly as cool as its creators think. (The 'Poochie' factor.)



WALLEYE EFFECT

STABLISED STILETTO EFFECT

Female characters in videogames are just as agile as their male counterparts, despite wearing six-inch heels that would probably break the ankles of any real woman.

magazi



Grow Your Own Clichés!

DO YOU HAVE ANY FURTHER VIDEOGAME RULES, LAWS AND CLICHÉS TO ADD TO THE LIST? SEND THEM TO CLICHÉ COMBAT, 64 MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH BH1 2/S. MAYBE THEY'LL APPEAR IN A **FUTURE ISSUE...**



Please call for full details



VISA









19-24



WHO ARE YOU? WHAT DO YOU WANT?

The RESULTS of the 64 MAGAZINE readers' SURVEY!

WE HAD AN ABSOLUTELY staggering response to our readers' survey in issue 4 - in the end, we had well over 2,500 completed surveys to go through! Many thanks to everyone who took part, and you can be assured that your input will be used to make 64 MAGAZINE even better!

We won't bore you with those results that would only be of use to the boffins, statisticians and suits in our advertising and marketing

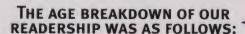
departments. Instead we'll cut to the chase and give you the most important answers, which tell us just who's reading our magazine!

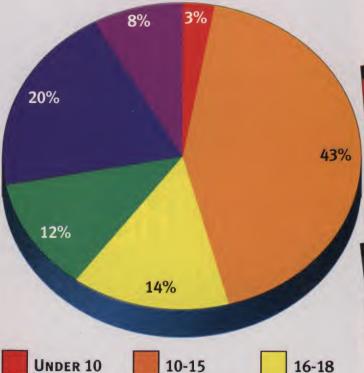
To nobody's surprise, the respondents were mostly male - 96% of them possessed the requisite tackle, in fact. We did raise an eyebrow at the fact that 4% of our readership is female, though - most console mags are lucky to scrape 2% in this area. Is the N64 the console of equality?

The age breakdown did surprise us, as console magazines have traditionally been dominated by 10-15 year old buyers. Although the 10-15s were the largest single group, the majority of 64 MAGAZINE's readers (54%) turned out to be 16 or older. Our intention all along was to create a magazine that appeals to all age groups, and whaddya know, we have!

As for how regularly our readers buy 64 MAGAZINE (up to issue four, when the survey was conducted), a third - 32% - had bought every issue - people of taste, I like it, it's good! Another 17% had bought three issues, 24% had bought two and the final 27% had only bought one issue (issue four, presumably!).

How many people actually read 64 MAGAZINE? Our ABC sales figure is 35,095 - making us officially the bestselling N64 magazine in Britain - but the survey showed that a lot of people just read someone else's copy. Tell them to bugger off and buy their own! Anyway, 43% of respondents kept their issue to themselves, 28% shared it with a friend, 17% let a couple of people peer over their shoulders and 12% let the whole family muscle in. If each percentage point represents 350.95 readers (1% of the official sales figures) multiplied by one, two, three or four as appropriate, then 64 MAGAZINE's total readership is at least 89,492 people! Hi, everyone!





25-29

30+



Now here's the result that really shocked us! We asked whether you would prefer 64 MAGAZINE to stay at its current price (a little higher than some of our rivals) and keep the same high production values, or drop in price and cut corners on quality. We expected about a 50-50 split. In fact, a whopping 81% of you

decided that quality is preferable to quantity and voted that you'd be happy to stay at the current price! Again, thank you all – it's reassuring to see that not everybody is motivated by saving money. But then, you do own N64s, so maybe it's not that surprising...

Speaking of our rivals, how do you think we shape up against them? Well, we trounced 'em all. You love us, you really love us!

Nintendo Magazine came out as our closest competitor, though many of the people who rated us as 'worse' than NM gave the rather spurious (and brief) reason that NM "is official". Yeah? And? The numbers of people who rated 64 MAGAZINE as 'worse' than either Total 64 or 64 Extreme were so tiny (well under 1% in both cases) that they weren't statistically meaningful, but we included them anyway to be fair.

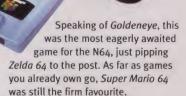
On to the N64 itself. Over 97% of our readers own Nintendo's supermachine, and of the remaining few who don't, almost all of them were planning to buy one within three months. Most of you own official PAL machines (86%), but that still leaves a significant 14% of you with import consoles that can run Japanese and American games, at full screen and full speed, months before British buyers. Paying a premium for the best versions of games is obviously something many of you don't mind!

As for any other consoles that you own as well as an N64, 50% of you have a Super NES, 43% own a Game Boy (there are a lot of Nintendo loyalists out there!), 12% have a PlayStation, 5% are Saturn players and 40% of you make use of other consoles, mainly the Mega Drive. (For nitpickers who've noticed these figures don't add up to 100%, many people own more than one other console.)

Nintendo's inclusion of four controller ports has paid off, since most of you (83%) play multiplayer games regularly. 43% of N64 owners play two-player games, 21% three-player and 19% go the full monty and play with all four pads plugged in at once. Expect that last figure to rise once Goldeneye hits British streets...







It looks promising for Nintendo's next bit of hardware, as well - only 3% of you said that you would not buy the 64DD when it (eventually) comes out. Of the 97% of readers who are eagerly awaiting its arrival, 44% said they would buy it no matter what. A price-conscious 26% said they would buy the DD if it cost less than £100, and a further 5% were relying on the DD to bring down the cost of games (take note, Nintendo!). The final 22% are waiting for 'killer apps' to appear, games that are so good that it's worth buying the hardware just to play them. Mario Paint is unlikely to be among these, so Nintendo had better ensure that Earthbound - the most promising of the 64DD's announced launch titles - is something really awesome...

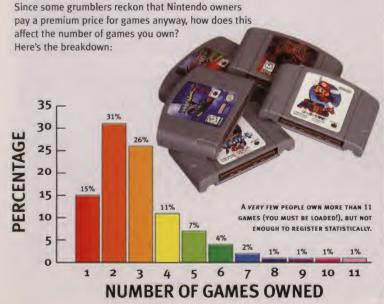
AND THAT CONCLUDES OUR SURVEY.
OH, YEAH, ONE FINAL THING – THE
WINNER OF FIVE GAMES OF THEIR
CHOOSING IS ALEX HEMINGWAY OF
SHEFFIELD, WHO ASKED FOR, AND GETS,
STARFOX 64, BLAST CORPS, GO! GO!
TROUBLEMAKERS, GOLDENEYE AND ISS
64. ONCE AGAIN, THANK YOU TO
EVERYONE WHO TOOK PART AND
HELPED US DECIDE HOW TO MAKE 64
MAGAZINE EVEN BETTER!

YOU LOVE US, WE LOVE US, EVERYONE LOVE US

Each bar represents how the survey respondents saw 64 MAGAZINE in comparison to its rivals. Blue bar – you thought we were better than them. Good for you! Green bar – you thought we were on a par with them. Nyeh, whatever. Red bar – you thought we sucked. Yeah, well, we think you suck too!

N64 MAGAZINE:	57%	42%	42%	
NINTENDO MAGAZINE:	58%	33%	9%	
64 EXTREME:	73%	27%		
TOTAL 64:	77%	23%		

HOW BIG IS YOUR WALLET?





LIKE THE CALM BEFORE THE STORM, THIS ISSUE SEES ONLY A MEAGRE FOUR REVIEWS... BUT NEXT ISSUE LOOKS SET TO BEGIN A POSITIVE ORGY OF GAME RELEASES! ABOUT TIME TOO. IN THE MEANTIME, THE TEAM – INCLUDING OUR NEW STAFF WRITER, ROY 'C&W' KIMBER – HAVE BEEN APPLYING THEIR NOT INCONSIDERABLE REVIEWING SYNAPSES TO THE CURRENT COLLECTION OF CARTS!

AMCLIE

NEW RELEASES

Yowza! This issue marks the first time we have had a PAL copy of a game available for review before the Japanese or American version, a trend which looks set to continue over the next few months as European release dates get closer to those of their NTSC counterparts. The pebble that starts the avalanche is...

F1 POLE POSITION

The real F1 season may be almost over, but you can relive those moments when Damon Hill retired as often as you like with Ubi Soft's new Grand Prix sim!



IMPORT REVIEWS

In most cases though, games will appear first in Japan or America. Some of them will make it to these shores, others won't. We suspect that this issue's solitary import game won't be getting a stamp in its visa any time soon...



J-LEAGUE DYNAMITE SOCCER

The world's first football game for the vertically challenged! The players in this game may fall short, but does the gameplay do the same?



44

magazine Volume 6 1997

Reviews

UK UPDATES

Slowly but surely, the wait for British games is getting shorter and shorter – after *Starfox*'s ludicrous six month delay, now we have a superb game disembarking from the 747 only two months after its first appearance. Oh, and *War Gods*.

GOLDENEYE

The best game on the N64? Quite possibly! James Bond returns to his homeland in this absolutely brilliant spy-'emup! Get the girl, kill the baddies, and in all probability save the entire planet...



WAR GODS

From the sublime to, erm, the unsublime. Kabuki Jo and his kinky mates have arrived and are looking for trouble, as usual. They really need to get some.







EVERY REVIEW IN 64 MAGAZINE CONTAINS STANDARD INFORMATION

ABOUT EACH GAME, GIVING YOU DETAILS AT A GLANCE.

The Awards

What does the overall score mean? Unlike many magazines, where an 'average' game can still achieve 80%, 64 MAGAZINE is stricter in awarding scores. Here's how we rate things:

95%+

Guaranteed steroid free! Winners of the Gold Medal are those rare titles that every N64 owner should buy. We are going to be *very* selective about who gets these...

90%-94%

While not quite an essential purchase, any game that receives our Sizzler award should definitely be in the running for your readies.

80%-89%

Either the low end of excellence or the top end of great, depending how you look at it. Games in this range are worth investigating, especially for fans of the game's genre.

60%-79%

Approaching Planet Dubious; games that end up here are either good but flawed, or average but redeemed by clever features. Think carefully before buying.

40%-59%

Well average. Any game that lands in this area will have little special to offer you, the game-starved punter. Think *very* carefully before buying.

20%-39%

The Dead Zone! Anything that can only scrape this kind of score should be left on the shelf to rot.

BELOW 20%

We can only hope that nothing this dire is ever released. If anything scores below 20%, it'll be a black day for N64 gaming!

The Ratings

Dog's bollocks or dog do? We judge each N64 game on the following criteria: graphics, sound, gameplay and challenge.

nfo nfo nfo nfo nfo

COULD THIS CATEGORY

BE ANY BETTER?

nfo nfo nfo nfo

VERY GOOD, BUT NOT PERFECT.

nfo nfo nfo

DOES THE JOB, BUT NOTHING SPECIAL.



DEFINITELY BELOW PAR. WATCH OUT.



PATHETIC!

PAL Performance

IN UK UPDATES, THIS BOX REPLACES THE \$64,000 QUESTION. IT ASKS IF THE UK VERSION OF THE GAME BEEN OPTIMISED TO RUN AT FULL SPEED AND FULL SCREEN ON BRITISH TELLIES — OR HAS THE PRODUCER JUST HACKED OUT A STRAIGHT CONVERSION WITHOUT BOTHERING TO CRANK UP THE SPEED FOR OUR SLOWER N645?

Memory Options

Box Clever

MEMORY

EVERY REVIEW WILL TELL YOU WHAT THE CARTRIDGE SAVE OPTIONS INCLUDE.

CONTROLLER PAK:
YOU CAN BUY A SEPARATE
MEMORY PAK, SO WHAT
ELSE DOES IT GIVE
YOU?

\$64, 000 Question

THIS IS WHERE WE TELL YOU HOW MUCH OF THE N64 IS USED BY EACH GAME AND WHETHER THERE ARE ANY SPECIAL NEW FEATURES WHICH ONLY THE N64 COULD HANDLE. HOW MANY GAMES ARE TRULY 64-BIT?







PROBLEMS... ANYONE KNOW THE NUMBER FOR THE AA?



AAH! THE GERMANS ARE COMING! THEY'VE PERFECTED CLONING! WE'RE ALL DOOMED, DOOMED!









Ubi Soft Game Type: **Ubi Soft** Origin:

Release Date: Arcade Racer Japan Price:

October £59.99

VROOOOM! Ubi Soft BURN onto the track with an F1 RACER!

AND THERE THEY GO! Schumacher burns round the track, but he's just not fast enough - one man has led this race from the start, and he's cruising confidently past the post, it could only be... Damon Hill?

Wait a minute, Damon Hill? He of the gear-box failures, the engine trouble, or just the plain old 'oh-look-I've-just-crashed-again' syndrome? It can't be, surely?

All becomes clear when you realise

- TI GOES LIKE THE CLAPPERS NICELY POLISHED GRAPHICS
- Tice, if sparse, sound effects
- No, four, three or even two PLAYER MODES!

that the drivers and teams featured in F1 Pole Position 64 are from the 1996 Motor Racing season, at a time when Damon Hill really was a top driver, and not just a whingeing cry-baby (okay, so his cars are about as reliable as a twenty-year-old Robin Reliant with no MOT, but whose fault is that?)

This does mean though that the driver and team line-ups are a little dated. But, before all you accuracy freaks start to complain in loud and falsely authoritative voices, there is good news.

One of the many available options in F1 Pole Position 64 is a Roster Option, which gives you the opportunity to swap all the drivers between the different

Memory MEMORY:



NONE CONTROLLER PAK: SAVES CHAMPIONSHIP RANKINGS, CUSTOM SETUPS. ETC

teams, allowing you to pretty much recreate the current motor racing lineup (and let's face it, if a racing game has any lasting playability, any lineup is going to be outdated eventually, so who cares?)

The roster facility allows you to chop and change the drivers between the teams any way you like, for instance how about making Damon Hill and Michael Schumacher race for Arrows as team mates?

The only problem with this facility is that when you move a driver into a new team, he isn't automatically

CONFIGURATION / COMPUTER LEVEL MACHINE TOUCH MACHINE DAMAGE EASY EASY COMPUTER ACCIDENT RADIO COMMUNICATION REAL OH CONTROLLER PAK AUTO

ADJUST THE DIFFICULTY LEVELS TO MEGA HARD, OR REALLY EASY (FOR WIMPS)

moved out of his original one. This means that you could be racing against two drivers who are the same person. In fact, you can even put the same player into the same team as himself!



SELECT FROM TIME TRIAL, BATTLE OR TAKE PART IN YOUR OWN GRAND PRIX.











OSITION

OOH, DON'T LIKE THE LOOK OF THAT SKY.

LOOKS LIKE RAIN! WHERE'S MY CAGOULE?

A well thought-out, fast-paced race game

DECISIONS, DECISIONS...

Before you get into playing the game itself, you have the choice of wading through a positive mountain of options. Those among you with no interest (and less knowledge) of car mechanics need not worry, as you can elect to go straight to the race, with everything already pre-set for the beginner driver. The more knowledgeable amongst you may want to tweak the car's technical specifications first, to ensure you hammer the opposition from the outset, and there are a plethora of car specs to play with - but more on them later.

Now, the observant among you who have been with us since the early issues may by now be experiencing a mild feeling of deja vu – haven't we seen this game before? And you'd be right. F1 Pole Position 64 is an updated version of Human GP, but rather than just convert the game and leave it at that, Ubi Soft have made some serious improvements, that even make you wonder if perhaps software companies occasionally read reviews too.

When *Human GP* was first reviewed, two major problems were noted. The first was the rather



unconvincing range of drivers and the ads for things like 'Shall' oil. "What we need," we cried, "is a proper licence!" And what do we get? All the fun of a genuine racing season.

The second, and by far the most important problem, was the control of the car. Basically, in *Human GP*, the car drove like it was on an ice rink. Fortunately, all this has now changed! The cars in *F1 64* handle like a dream. Admittedly, you can't just slam on the accelerator and bomb round every bend – strategic use of the brakes is required as you approach the tight corners to prevent you spinning off onto the sand, but then, that's exactly what real Formula 1 is like, isn't it?

FEEL THE WIND IN YOUR HELMET

Which brings us to realism. The game can be played at several levels of realism, from incredibly unrealistic –



EXPERT LEVEL, AND WE'RE IN DEEP TROUBLE (NOTE THE RED FLAGS).























HELLO, GOOD AFTERNOON AND WELCOME TO THE 1997 FORMULA ONE MOTOR MOWER WORLD CHAMPIONSHIP.

using automatic gears, setting everything to easy, turning off car damage, collision with other cars, etc – which will let you bomb around the track, over the grass/sand and crashing into walls, basically just driving like a maniac with no adverse effects at all.

However, turn on the collisions, adjust settings to hard, use manual gears and increase the realism, and you'll find yourself really having to work to drive the car, with every knock or scrape seriously affecting your performance. Trying it in the office resulted in a crippled car within about twenty seconds of starting! Settings and controls can also be adjusted between the two extremes, to cope with all levels of experience and masochism.

For those of you with a passion for Formula 1, who can't be content unless you actually feel like you're under the car, there are a multitude of settings to tweak and twiddle with to your heart's content. Brakes, fuel, steering, suspension, tyres, transmission and wings can all be played with to give your car the best performance possible, and factors like the amount of pit work to be done during a race can be defined. Do you go for light pit work, thereby ensuring fast pit times, but risking not being able to repair serious damage? Or do you go for the safer, slower option? The choice, as they say, is yours.





Making Tracks

ALL THE OF WORLD'S MOST WELL KNOWN (AND IN SOME CASES, MOST NOTORIOUS) GRAND PRIX TRACKS ARE AVAILABLE.



ER, SIXTEENTH OUT OF TWENTY-TWO?
THAT'LL DO FOR ME! I THINK A SWIFT PITSTOP AT THE PUB IS CALLED FOR!

WHAT, NO EXPLOSIONS?

The only thing that spoils the realism really, is the lack of a proper crash animation. Everything *but* this appears to have been included; cars engines blow-up with a billow of smoke, and this can actually obscure your vision as you hurtle in pursuit of them.



AH, MISTER X! HE PLANS TO TAKE OVER THE WORLD. ONLY DAMON HILL AND HIS MIGHTY ARROW CAN STOP HIM! (BUGGER)

The only disappointment

Burning tyres also smoke, and cars spin off the track and break down with a variety of different problems (which can be a positive boon, if they happen to be ahead of you in the ranking at the time). However, drive one hundred and eighty miles per hour into a solid brick wall, and nothing happens. Well, you stop obviously, and on the higher difficulty levels the car will be pretty much undriveable afterwards, but you can forget about any amazing explosive effects.

Okay, so this isn't very realistic, when you consider that real F1 cars will fall apart if they collide with anything bigger than a moth. But, and this is a big but, that said, the game would not be a lot of fun if every time you came off the track or clipped a wall or car your machine fell apart like a cheap Airlix model kit. So don't complain!

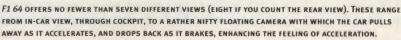
It's Raining, It's Pouring, The Engine Is Roaring

As with real racing, the weather is a factor, and the rain, as well as reducing traction and necessitating wet-weather tyres from the pits, can





















nd opinion NAH, NOT IMPRESSED. F1

POLE POSITION IS A FUN LITTLE RACER, BUT IT'S FAR TOO MUCH LIKE AN ARCADE GAME. EVEN WHEN IT'S SET UP AT ITS MOST 'REALISTIC', IT STILL DOESN'T GIVE THE FEEL OF DRIVING A FAST CAR, MORE LIKE A DODGEM! IT'S AN IMPROVEMENT OVER HUMAN GRAND PRIX, BUT THERE'S STILL ROOM FOR A MORE REALISTIC N64 RACING GAME. LOZ COOPER

is the lack of a multi-player mode

also seriously reduce visibility. A nice touch is that the weather changes over the duration of the race, so that a race that starts off fine might have a storm in the middle, forcing you to change tyres, followed by a sunny outbreak, which dries the track and forces yet another tyre change.

F1 Pole Position 64 is an excellent game, and one well worth the purchase price (which is such an uplifting thing for an N64 game, given the prices you have to pay at the

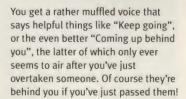
PORTUGESE GP

4360mx10

moment). The only real disappointment is the total lack of a multi-player mode, which may well frustrate some. However, it is far better to have a high-standard oneplayer game than a sub-standard multi-player.

In closing, I must mention the sound. Throughout the game the sound effects are impressive, from the theme music before play, to the engine sounds during play. But what happened with the communications?





This niggle though, and the lack of multi-player facility, can't detract from what is a well thought out, fast paced race game. Buy it now!





Controls



Alternatives

Multi Racing Championship: Imagineer Reviewed: Issue 5, 67% Mario Kart 64: Nintendo Reviewed: Issue 3, 94%

Ratina

Graphics



Audio



Gameplay

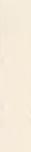
Lastina Challenge

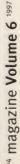


Summing up:

IF YOU'VE BEEN WAITING FOR A DECENT RACING GAME TO REACH THE N64, WAIT NO LONGER, IT'S HERE!













Imagineer Imagineer Game Type: Origin:

Japan

Release Date: Out now (import)

Just when you THOUGHT N64 games couldn't get any weirder, out comes a FOOTBALL game for MIDGETS!

EAGUE



THE PENALTY KICK SEQUENCE IS ONE OF THE MORE GRAPHICALLY UNIMPRESSIVE FEATURES OF THE GAME.

IT'S IRONIC. I'VE NEVER REALLY liked football games, and yet I found myself loudly defending this one against a barrage of abuse from all the die-hard footie sim fans in the office. At least to begin with...

Memory MEMORY: Options

CONTROLLER PAK: SAVE FORMATIONS, LEAGUE RESULTS.

J-League Dynamite Soccer 64 (henceforth JLDS64) is endorsed by the official Japanese Football League, which means you play with the seventeen teams that make up the actual J-League - wahey! Well okay, to be fair, if I was Japanese, and I liked football a tad more than I do, I probably would be quite impressed.

At first glance the game is nothing special graphically (as many in the office remarked rather loudly every time they walked past) and indeed, it doesn't really do the N64 justice.

That's at first glance however.

As you play it, you soon realise that the players, while not anything special on the surface, are very smoothly animated, with virtually no slow-down at all. A lot of attention has been given to small details, such as their heads which turn to follow the ball when it's in the air.

Each player is also an individual, modelled on his real-life counterpart, so they each have different skin colours, hair colours, hair styles (some are even bald), and as the ball moves between the players, a little portrait of them appears at the bottom of the screen. Sadly, there's no sign of old 'Crisps' Lineker.

Animation-wise, each player can perform a variety of stylishlyrendered footie moves, including a very satisfying (and usually illegal) shoulder barge. The big question has to be though: why are they all so short?

I FEEL THE NEED... Oops, No I Don't!

I should mention that the players do move rather slowly, although in fairness, they probably run about the speed of real footballers - ie most reallife footballers don't move like Linford Christie on speed.

Many of the features you would usually expect to see in a football sim are present, such as tournament play,

64, 000

- PLAYS SMOOTHLY
- HAS LOTS OF NICE LITTLE GRAPHICAL
- NOT AS GOOD AS 155 64
- CONTROL SYSTEM IS A BIT OF A PAIN



USING THE SHOULDER BARGE IS PARTICULARLY EFFECTIVE (He'S DECIDED TO HAVE A LIE DOWN FOR A BIT).



IF YOU EVER WONDERED WHAT HAD HAPPENED TO THAT TOP SWIMMER DUNCAN GOODHEW, HE'S PLAYING FOOTIE IN JAPAN!

OUR INTREPID PLAYER ATTEMPTS THE PRECISION GOAL-SCORING TECHNIQUE (NOTE THE COMPLETE LACK OF ANY INDICATORS - IN THIS CASE, HE'S THE ONE WITH THE BALL).

THE CROWD CHEERS...



THE PRESSURE BUILDS...



LINED UP...



If You Don't Let Me Score I'm Going Home!

HE SHOOTS...



...AND MISSES COMPLETELY.



magazine Volume 6

It's damn near impossible to score!

NAMITE

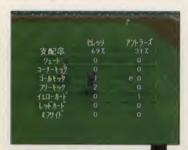
perspective change (sadly limited to just two camera angles: side-on and head-on), ground selection, penalties, extra time, injury time, bookings, and there is also some form of aftertouch facility, though I had a job getting it to work reliably.

On the plus side, JLDS64 is a fairly fun little football game, which, despite the obvious lapanese text problems, is relatively easy to get into. It also has a few features more in line with the N64, like the three and four player options, that allow you to play two players teamed against the computer, or two against two, or two on one.

There are some serious problems though. The most important is that it's damn near impossible to score! The control system is the problem, because unlike ISS 64, the kicks on offer just aren't flexible enough. To beat the computer keeper, you have to take the shot from a very limited number of positions, and even then his magnetic hands usually get in the way!

You can (in theory) score from corners, by crossing and then heading the ball in, but the fixed perspective on the ball makes it very difficult to judge the timing correctly as you can't see your players in the goal mouth until the exact second the ball passes

Even this wouldn't be so bad, except that the computer players manage to score from every conceivable angle and distance! This is frustrating and adversely effects the playability factor.



POSSESSION... ER, THAT IS TO SAY YOU GET A READ-OUT OF YOUR BALL POSSESSION AS A PERCENTAGE.

WHERE THE DEVIL AM 1?

Did I mention that there's nothing to indicate which player you are controlling? This makes effective interceptions nigh on impossible, as you'll move the stick to send the player you think you're controlling barrelling across to hammer the attacking player, and on the far side of the screen, a completely different member of your team goes running off in totally the wrong direction. Would a small arrow have been too much to ask? Or a highlight on the shadow of the player in question?

To sum up, what you have is a fairly adequate footie game that will, unless you can master the pin-point scoring technique, quickly drive you to frustration. As for breaking new boundaries in N64 gaming, it doesn't, but then that wouldn't have mattered so much if the gameplay had been half-way decent.

As it is, I'd advise waiting for the UK version and hope they sort out the control system when (if) they convert it, and maybe then perhaps you'll be able to play with little versions of real British footballers, instead of loads of blokes you've never even heard of.



PLAY WITH THOSE WELL KNOWN JAPANESE TEAMS, LIKE YOKOHAMA MARINOS, AND, UM ... VERDY VOMITS (OR SOMETHING LIKE THAT).

However, if you, like me, are frustrated with the rather low number of current N64 games and are willing to risk anything, then you can try the import version of J-League Dynamite Soccer 64. Who knows, you may even work out how to master the bloody aftertouch facility!

J-LEAGUE DYNAMITE SOCCER 64 WAS SUPPLIED BY THE VIDEO GAME CENTRE (01202) 527314.



opinion FOOTBALL GAMES ARE ONE OF THE FEW GENRES THAT NEVER SEEM TO ACHIEVE ANYWHERE NEAR THEIR FULL POTENTIAL, AND DYNAMITE SOCCER IS PROOF THAT THERE'S A LONG WAY TO GO YET! THE TEAMS ARE FULL OF MIDGETS (SORRY, LITTLE PEOPLE) AND THE GAMEPLAY IS FAR FROM ADDICTIVE. THERE'S NO POINT IN COMPARING IT TO



IN TWO-PLAYER TEAM MODE, EACH PERSON CONTROLS FIXED TEAM MEMBERS, REPRESENTED BY COLOURED FLAGS ON THEIR HEADS.



Controls



Alternatives

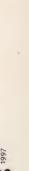
ISS 64: Konami (£64.99) Reviewed: Issue 3, 91% FIFA 64: Electronic Arts (£59.99) Reviewed: Issue 2, 29%

Gameplay

asting Challenge

LIKE A LOT OF THINGS LATELY, THIS HAD POTENTIAL - LET DOWN BY THAT PESKY **GOAL SCORING PROBLEM.**





magazine Volume















Publisher:

Nintendo

Game Type: 3-D shoot-'em-up

Release Date: Price:

£59.99

You don't THINK this is the best GAME on the N64? For Q!



THE FRENCH FRIGATE LA FAYETTE HAS BEEN TAKEN OVER BY TERRORISTS WITH BAD EYE MAKEUP.

Memory MEMORY: FOUR SLOTS FOR Options LEVELS AND CHEATS CONTROLLER PAK:

HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE

> IMPORT CART? BORDERS: NONE SPEED: SAME AS NTSC!

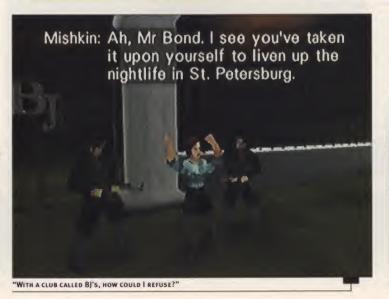
THE BIG, BIG PROBLEM WITH Goldeneye is that it's too

good. I'm supposed to sit here and come up with 800 words about a game which has already had the entire 'superlatives' bit from Roget's

Thesaurus lobbed at it! I suppose I could be original and slag it off, but seeing as Goldeneye's easily the best game on the N64, even better than four-player International Superstar Soccer, that'd be pretty stupid.

Goldeneye puts you in the tuxedo and poncy hair of Pierce Brosnan, alias James Bond 007, licenced to kill and all that. If you didn't see the import review last issue (and why not?), then you should know that the

If Goldeneye was any more fun it'd be



plot of Goldeneye has Bond dividing his time between Russia, Monaco and Cuba, trying to stop deluded Sheffield United fan Sean Bean from firing a hijacked Soviet satellite weapon and melting every Pentium chip in Britain. Your N64 would go as well, so that's as good a reason as any to stop him!



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THICKNESS OF MY WEAPON!"



TIME-BASED CHEATS AVAILABLE

The Curse Of Bond

HAVE YOU EVER NOTICED THAT SINGERS AND BANDS WHO DO A THEME FOR A JAMES BOND FILM OFTEN GO DOWN THE TOILET SHORTLY AFTERWARDS?

PAUL McCartney AND WINGS

BEFORE LIVE AND LET DIE - THE BEATLES. AFTER LIVE AND LET DIE - 'MULL OF KINTYRE' AND 'THE FROG CHORUS'. IT'S THAT BLOODY VEGGIE WOMAN'S FAULT.

SHEENA EASTON

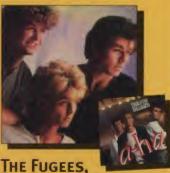
THE WEE LASSIE IS THE ONLY SINGER TO APPEAR IN THE OPENING CREDITS OF A BOND FILM (FOR YOUR EYES ONLY). AND THAT WAS THE LAST TIME ANYONE SAW HER.

DURAN DURAN

DID THE THEME TO A VIEW TO A KILL, WHICH WASN'T BAD AT ALL (THE SONG, NOT THE FILM). THEN THEY WENT THE SAME WAY AS SIMON LE BON'S BOAT.

A-HA

NUL POINTS FOR NORWAY AS MORTEN HARKET AND CO FADED AWAY JUST LIKE THE HEADLIGHTS THAT THEY SANG ABOUT FOR THE LIVING DAYLIGHTS.



BOYZONE, MARK MORRISON, PETER ANDRE

OKAY, SO WE'LL HAVE TO GO AND GET A KIA-ORA WHILE THE OPENING CREDITS ARE PLAYING. BUT WHEN WE GET BACK WITH THE BUTTERKIST, THEIR CAREERS WILL BE OVER!

Each of Goldeneye's 18 standard The game is a first-person shoot-'em-up, but comparisons with Doom and Turok more or less end there.

Goldeneye is a massive step forward over anything else, from the long fogfree distances you can see to the

made illegal!

enemies, who don't just keep running at you until you blow their heads off but actually employ some grey matter (instead of splattering it over the walls). There are lots of different guns that Bond can use, but sometimes his survival depends on keeping his Walther PP7 firmly in its holster.



GUARD'S BAKED POTATO EXPLODES.

missions is based closely on events from the film, beginning with Bond bungee-jumping off a dam and ending up duking it out with Mr Bean on the girders of a huge radio telescope. There's a lot of detail in each level, right down to drain covers and accurately modelled toilets, and you don't get any of the endless repetition of the same three wall textures that you got in Turok. It's not the most stunning-looking game on the N64 (that has to go to Starfox), but it's the most realistic by miles.

BOYS WITH TOYS

SOME OF THE WEAPONS THAT BOND

USES CAN FIRE TRACER BULLETS.

As far as playability goes, Goldeneye is about as close as you can get to perfection without having Cindy Crawford's bodyguards beat you up. It's bloody brilliant! The one-player game starts off nice and easy, with a couple of typical James Bond guards (bad eyesight and too much Horlicks) to take out, but very quickly becomes probably the most challenging game

on the N64. In the past, Nintendo's games have been a bit too easy, but Goldeneye is loaded with palpatating moments that keep on dragging you back for more.

As for the multi-player mode... let's just say that if you bring your mates round to play this, you'll never get rid of them! If it was any more fun, it'd be made illegal.

The bad news is that the digitised faces of some British videogame journalists, including 64 MAGAZINE'S editor, that were meant to be going into this PAL release had to be taken out for legal reasons. This is a downer. because I was looking forward to gunning down Mr McDermott with an Uzi in revenge for him always changing my text. Still, you can't have everything.

If you ever had any doubts about the N64, Goldeneye is the game that will dismiss them for you. Nintendo will achieve world domination if they can put out a few more games like this, and they won't even need a white cat!

WHILST THE ONE-PLAYER MODE IS GREAT FUN, IT'S THE MULTI-PLAYER GAME THAT MAKES GOLDENEYE EXTRAORDINARY. THE LEVEL DESIGN, WEAPONRY AND SHEER WEALTH OF CUNNING TACTICS AVAILABLE TO DEMOLISH YOUR CHUMS WITH IS STUNNING AND FURTHER PROOF THAT RARE ARE IN A CLASS OF THEIR OWN. A PEERLESS CLASSIC. MARK WYNNE



Alternatives

Doom 64: GT Interactive (£59.99) Reviewed: Issue 5, 81% Shadows Of The Empire: Nintendo (£59.99)





GOLDENEYE. ONLY ONE WON'T SEND YOU

TO AN EARLY GRAVE - GET IT NOW!

magazine Volume 6 1997

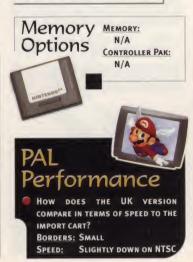


PAGAII AFTER FINDING THE LITTLE CARD STUCK IN THE PHONE BOX, ANUBIS KNEW HE WAS IN FOR AN INTERESTING NIGHT.

"And if you think this is painful, wait until you see what I'll do to Hamburglar!"



EACH CHARACTER HAS A FEW FLASHY SPECIAL MOVES TO CHOOSE FROM, LIKE CY-5'S EYE LASER.



AS DOCTOR SMITH FROM LOST In Space would say, oh the pain, the pain. The pain of trying to find a really world-class beat-'em-up for the N64, that is. So far we've been landed with Dark Rift, a genuine supermodel (looks great, but not one for interesting conversation); Mortal Kombat Trilogy, the Cockernee barrow boy of fighting games (never mind the quality, feel the width!); and the E'd-up rave demon that is Killer Instinct Gold. This uninspiring trio is now joined in the UK by War Gods, and you know, the pain still hasn't gone away.

Plot time: magical green gunk, scattered through time, gives finders amazing powers, fight to the death, blah blah blah. Bringing together

characters from different time zones is always a feeble excuse showing a marked lack of imagination on the part of the designers (see 'The Rules Of The Game' this issue), but that's typical of War Gods as a whole. The characters are the most witless lot imaginable, apparently thought up by a gang of seven year olds after drinking a gallon of something with lots of sugar and Enumbers. "Jean-Claude Van Damme, he's brilliant! Let's have someone just like him! Only he can... shoot missiles from his arms!" "Great! And we'll have a voodoo witch doctor who rips out people's guts! And can... call up zombies to help him!" "Yeah! And a woman who looks like the ones in those magazines my dad keeps in his sock drawer!"

GT Interactive

Eurocom

Gan

Origin:



NAR

beat-'em-up... oh my gops

Another UNINSPIRING

This tooth-rotting flurry of creativity would probably be just about bearable if the gameplay was above par, but unfortunately it isn't. If you've

ever played any of the Mortal Kombat games, War Gods will seem very

THE LOVELY EXOR.

It's far too clumsy and uninvolving



familiar because it works in more or less the same way. The problem with this is that Mortal Kombat was never as smooth-flowing an experience as it could have been, so War Gods also suffers from a similarly stuttering sensation.



BLOOD, BLOOD AND MORE BLOOD! TAK TREATS KABUKI JO TO AN IMPROMPTU POOT CANAL





Alternatives

Killer Instinct Gold: Nintendo, £54.99 Reviewed: Issue 3 (75%) Dark Rift: Vic Tokai (import) Reviewed: Issue 4 (60%)

Rating Graphics

nja nja nja nja

Audio

Gameplay

Lasting Challenge

LIKE FIGHTING WITH THUNDERBIRDS PUPPETS, ONLY NOT AS MUCH FUN!



SOME FATALITIES ARE MORE ENVIRONMENTALLY UNFRIENDLY THAN OTHERS, MAYBE WARHEAD IS FRENCH!

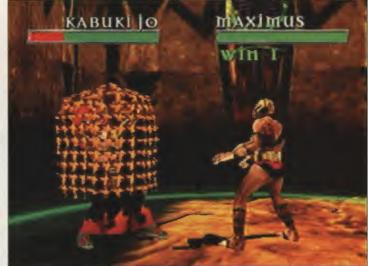
TAKE YOUR BRAIN TO A **DUMBER DIMENSION**

Although War Gods takes advantage of the third dimension quite well as far as looks go, the game itself practically ignores it. If you take the time and trouble, you can reconfigure the controller so you call roll left and right (a useful trick), but otherwise you actually have to hold down a special button just to move sideways. While you're doing this, of course, even Dale Winton could land a punch on you!

The best thing about the game is its looks, because despite the basic daftness of most of the characters, they do look quite good against the vivid backgrounds. They're not quite so good when they're moving though, all stiff joints and tiny, mincing steps. This stiffness extends to the animation of their kicks and punches, making combat a totally lifeless affair. The special moves are briefly amusing, as are the fatalities, but each fighter can only manage one gory (and ridiculous) end move. The seven year olds' bladders must have



AH, THE OLD GHOSTLY SNAKE UP THE SLEEVE TRICK, VERY AMUSING, GET YOUR HAIR CUT. HIPPY!



McDonald's Policy on HAIR NETS WAS GETTING OUT OF HAND!

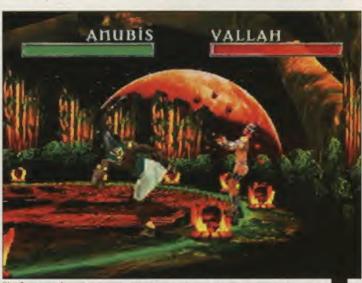
given out by that point.

War Gods doesn't deliver what it promises because it's far too clumsy and uninvolving. It's more fun to play than Dark Rift, but not much. Time for all N64-owning beat-'em-up fans to concentrate really hard and send a message to Capcom saying "Street Fighter for Nintendo... now!"

As for Kabuki Jo... what the hell is his problem?



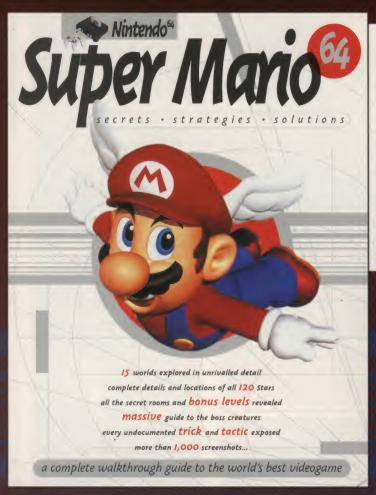
nd opinion WHAT A LOAD OF OLD CACK! I THOUGHT THE N64 WAS SUPPOSED TO BE A WORLD-BEATING SUPERMACHINE, BUT WAR GODS IS JUST AS BAD ON NINTENDO AS IT WAS ON THE PLAYSTATION. ALL THE CHARACTERS ARE TOTALLY IDIOTIC, AND THE FIGHTING IS REALLY STIFF AND BORING. YOU'D PROBABLY HAVE A BETTER TIME GETTING INTO A REAL FIGHT OUTSIDE A PUB ON FRIDAY NIGHT! RYAN BUTT



WAR GODS DOESN'T HAVE RING-OUTS - THE FIGHTERS JUST STOP AGAINST AN INVISIBLE WALL.

magazine Volume

The Best Guides For The B

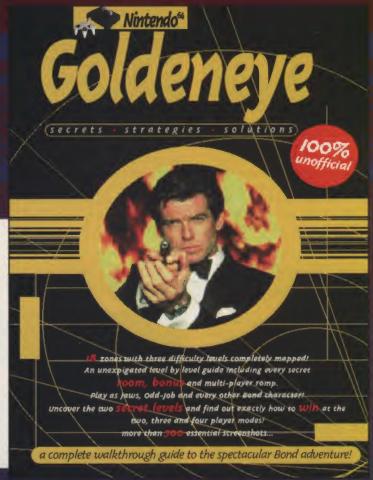


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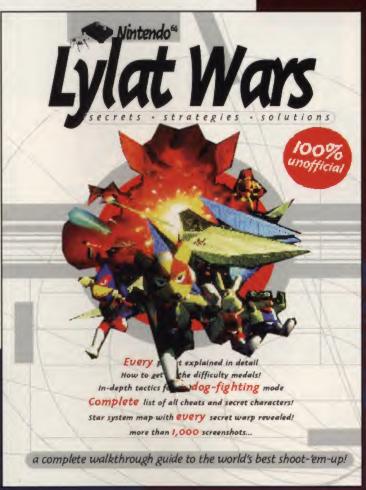
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CHEAT CENTRAL

KEEP ON HANGIN' ON! STILL NOT THE WORLD'S FATTEST BUNCH OF CHEATS AND CODES, BUT ONCE THE PRE-CHRISTMAS RUSH STARTS, EXPECT THE CENTRAL TO SWELL OUT LIKE MARLON BRANDO. HOPEFULLY, THIS ISSUE'S FREE 64 SOLUTIONS BOOK SHOULD KEEP YOU HAPPY - DON'T FORGET TO BUY 64 SOLUTIONS MAGAZINE ITSELF (IT'S OUT NOW), AND DON'T MISTAKE IT FOR ANY CRAP-ASS IMITATIONS! ONLY 64 SOLUTIONS COMES FROM THE MAKERS OF 64 MAGAZINE - IT'S YOUR GUARANTEE OF QUALITY.

60 GOLDENEYE

We begin our complete mapped solution to

Nintendo's latest epic this month with the first five levels. Everything you need to know is here, for your eyes only...



70 GANBARE GOEMON

Konami's weird adventure is causing a lot of people problems, because it's all in Japanese! Luckily our man with two Japanese lessons under his belt is here to help you out.



DOOM 64

LEVEL CODES

It's out in the UK at last, so in the interests of completeness here are all the level codes you'll ever need!

BE GENTLE!

Level o2: CDP8 9BI2 68ZT SVK? Level o3: CXM8 9BJY 681T JVK? Level 04: DDK8 9BJT 683S 9VK? Level os: DXH8 9BJP 685S 1VK? Level o6: FDF8 9BJK 687S SVK? Level o7: FXC8 9BJF 689S JVK? Level o8: GD?8 9BC? 69BR ?BK? Level 09: GX88 9BC6 69DR 2BK? Level 10: HD68 9BC2 69GR TBK? Level 11: HX48 9BCY 69JR KBK? Level 12: JD28 9BCT 69LQ ?BK? Level 13: JX08 9BCP 69NQ 2BK? Level 14: KDY8 9BCK 69QQ TBK? Level 15: KXW8 9BCF 69SQ KBK? Level 16: LFT8 9BB? 69VP ?VK? Level 17: LYR8 9BB6 69XP 2VK? Level 18: MFP8 9BB2 69ZP TVK? Level 19: MYM8 9BBY 691P KVK? Level 20: NFK8 9BBT 693N ?VK? Level 21: NYH8 9BBP 695N 2VK? Level 22: PFF8 9BBK 697N TVK? Level 23: PYC8 9BBF 699N KVK?

Level 24: QF?8 9BF? 6?BM ?BK? Level 25: QY88 9BF6 6?DM 2BK? Level 26: RF68 9BF2 6?GM TBK? Level 27: RY48 9BFY 6?JM KBK? Level 28: SF28 oBFT 6?11 ?BK? Level 29: SY08 9BFP 6?NL 2BK? Level 30: TFY8 9BFK 6?QL TBK? Level 31: TYW8 9BFF 6?SL KBK? Level 32: VBT8 9BD? 6?VK 9VK?

BRING IT ON!

Level o2: CJPR 9BJ1 68Z? QVK? Level 03: C1MR 9BJX 681? GVK? Level 04: DJKR 9BJS 6839 7VK? Level o5: D1HR 9BJN 6859 ZVK? Level o6: FIFR oBII 6870 OVK? Level 07: F1CR 9BJD 6899 GVK? Level o8: GJ?R 9BC9 69B8 8BK? Level 09: G18R 9BC5 69D8 0BK? Level 10: HJ6R 9BC1 69G8 RBK? Level 11: H14R 9BCX 69J8 HBK? Level 12: JJ2R 9BCS 69L7 8BK? Level 13: J10R 9BCN 69N7 0BK? Level 14: KIYR oBCI 6007 RBK? Level 15: K1WR 9BCD 69S7 HBK? Level 16: LKTR 9BB9 69V6 8VK? Level 17: L2RR 9BB5 69X6 oVK? Level 18: MKPR oBB1 6076 RVK? Level 19: M2MR 9BBX 6916 HVK? Level 20: NKKR 9BBS 6935 8VK? Level 21: N2HR 9BBN 6955 oVK? Level 22: PKFR 9BBJ 6975 RVK? Level 23: P2CR 9BBD 6995 HVK?



TETRISPHERE

VORTEX STRANGENESS

ANOTHER ONE OF THOSE WEIRD LITTLE THINGS THAT AREN'T EXACTLY CHEATS, BUT STILL PROVIDE SOME AMUSEMENT. FIRST OF ALL, GO TO THE 'NEW NAME' OPTION, AND PRESS L, C RIGHT AND C DOWN TO BRING UP SOME WEIRD CHARACTERS. THEN ENTER THE NAME VORTEX, AND PRESS AND HOLD THE N64'S RESET BUTTON FOR FOUR SECONDS TO SEE A CUT-SCENE OF THE GAME'S ROBOTS BEING SUCKED INTO - YES! - A VORTEX!

Level 25: Q28R 9BF5 6?D4 oBK? Level 26: RK6R 9BF1 6?G4 RBK? Level 27: R24R 9BFX 6?J4 HBK? Level 28: SK2R 9BFS 6?L3 8BK? Level 29: S20R 9BFN 6?N3 0BK? Level 30: TKYR 9BFJ 6?Q3 RBK? Level 31: T2WR 9BFD 6?S3 HBK? Level 32: VGTR 9BD9 6?V2 7VK?

I Own Doom!

Level 02: CNN8 9BJo 68oT NVK? Level 03: C5L8 9BJW 682T DVK? Level 04: DNI8 9BJR 684S 5VK? Level o5: D5G8 9BJM 686S XVK? Level o6: FND8 9BJH 688S NVK? Level 07: F5B8 9BJC 68?S DVK? Level 08: GN98 9BC8 69CR 6BK? Level 09: G578 9BC4 69FR YBK? Level 10: HN58 9BCo 69HR PBK? Level 11: H538 9BCW 69KR FBK? Level 12: JN18 9BCR 69MQ 6BK? Level 13: J5Z8 9BCM 69PQ YBK? Level 14: KNX8 9BCH 69RQ PBK? Level 15: K5V8 9BCC 69TQ FBK? Level 16: LPS8 9BB8 69WP 6VK? Level 17: L6Q8 9BB4 69YP YVK? Level 18: MPN8 9BBo 690P PVK? Level 19: M6L8 9BBW 692P FVK? Level 20: NPJ8 9BBR 694N 6VK? Level 21: N6G8 9BBM 696N YVK? Level 22: PPD8 9BBH 698N PVK? Level 23: P6B8 9BBC 69?N FVK? Level 24: QP98 9BF8 6?CM 6BK? Level 25: Q678 9BF4 6?FM YBK? Level 26: RP58 9BFo 6?HM PBK? Level 27: R638 9BFW 6?KM FBK? Level 28: SP18 9BFR 6?ML 6BK?

Level 29: S6Z8 9BFM 6?PL YBK? Level 30: TPX8 9BFH 6?RL PBK? Level 31: T6V8 9BFC 6?TL FBK? Level 32: VLS8 9BD8 6?WK 5VK?

WATCH ME DIE!

Level o2: CSNR 9BJZ 68o? LVK? Level 03: C9LR 9BJV 682? BVK? Level 04: DSIR 9BIO 6849 3VK? Level o5: D9GR 9BJL 6869 VVK? Level o6: FSDR 9BJG 6889 LVK? Level o7: F9BR 9BJB 68?9 BVK? Level o8: GS9R 9BC7 69C8 4BK? Level 09: G97R 9BC3 69F8 WBK? Level 10: HS5R 9BCZ 69H8 MBK? Level 11: H93R 9BCV 69K8 CBK? Level 12: JS1R 9BCQ 69M7 4BK? Level 13: J9ZR 9BCL 69P7 WBK? Level 14: KSXR 9BCG 69R7 MBK?

Level 15: K9VR 9BCB 69T7 CBK?

Level 16: LTSR 9BB7 69W6 4VK? Level 17: L?QR 9BB3 69Y6 WVK? Level 18: MTNR 9BBZ 6906 MVK? Level 19: M?LR 9BBV 6926 CVK? Level 20: NTJR 9BBQ 6945 4VK? Level 21: N?GR 9BBL 6965 WVK? Level 22: PTDR 9BBG 6985 MVK? Level 23: P?BR 9BBB 69?5 CVK? Level 24: QT9R 9BF7 6?C4 4BK? Level 25: Q?7R 9BF3 6?F4 WBK? Level 26: RT5R 9BFZ 6?H4 MBK? Level 27: R?3R 9BFV 6?K4 CBK? Level 28: ST1R 9BFQ 6?M3 4BK? Level 29: S?ZR 9BFL 6?P3 WBK? Level 30: TTXR 9BFG 6?R3 MBK? Level 31: T?VR 9BFB 6?T3 CBK? Level 32: VQSR 9BD7 6?W2 3VK?



Cheat Central







GOLDENEYE

LOVERS OF DOING THINGS THE EASY WAY ARE GOING TO BE DISAPPOINTED – THERE ARE NO PUSH-BUTTON CHEATS FOR GOLDENEYE, AS YOU HAVE TO COMPLETING CERTAIN LEVELS WITHIN TIGHT TIME LIMITS. ALSO, YOU CAN

ONLY USE THE CHEATS ON LEVELS YOU HAVE ALREADY COMPLETED (PICK THEM FROM THE 'CHEAT' MENU). DIFFICULTY IS THE SETTING YOU MUST BE PLAYING ON: AGENT (A), SECRET AGENT (SA) OR OO AGENT (OO).



LEVEL	CHEAT	DIFFICULTY	TIME
Dam	Paintball	SA	2:40
Facility	Invincibility	00	2:05
Runway	Donkey Kong	Α	5:00
Surface	Grenade launcher	SA	3:30
Bunker	Rocket launcher	00	4:00
Silo	Turbo Bond	Α	3:00
Frigate	No radar (multiplayer)	SA	4:30
Surface 2	Mini Bond	00	4:15
Bunker 2	Throwing knives	Α	1:30
Statue Park	Turbo animation	SA	3:15
Archives	Invisibility	00	1:20
Streets	Rockets	A	1:45
Depot	Slow animation	SA	1:30
Train	Silver PP7	00	5:25
Jungle	Hunting knives	A	3:45
Control	Infinite ammo	SA	10:00
Caverns	Twin RCP9os	00	9:30
Cradle	Golden PP7	A	2:15
Aztec	Moonraker lasers	SA	9:00
Crypt	All weapons	00	6:00



SECRET LEVELS AND CHARACTERS

COMPLETE THE GAME ON AGENT LEVEL TO ACCESS THE SECRET CHARACTERS IN DEATHMATCH MODE (INCLUDING JAWS, MAYDAY, ODDJOB AND BARON SAMEDI). COMPLETE THE GAME ON SECRET AGENT LEVEL TO OPEN UP THE HIDDEN AZTEC LEVEL. COMPLETE THE GAME ON 00 AGENT LEVEL TO OPEN UP THE EGYPTIAN CRYPT LEVEL. BEAT THIS ON 00 LEVEL TO ACCESS THE 007 MODE, WHICH INCLUDES A LEVEL EDITOR!

ALSO, ONCE THE BUNKER 2, ARCHIVE AND CAVERNS LEVELS HAVE BEEN BEATEN IN AGENT MODE, THEY WILL BECOME ACCESSIBLE IN MULTIPLAYER GAMES.

EXTRA WEAPONS

BEAT THE FINAL MISSION (INCLUDING THE SECRET LEVELS) ON EACH OF THE DIFFICULTY LEVELS TO RECEIVE A PERMANENT NEW WEAPON.

AGENT: Cougar Magnum
SECRET AGENT: Moonraker laser
00 AGENT: Golden Gun











The **BEST** game on the N64, bar **NONE!** The **MASSIVE** solution starts **HERE!**

BYELOMORYE DAM

SECRET AGENT & OO AGENT

Before you jump from the dam, neutralise all alarms. The alarms are bright red bells, and are positioned in various parts of the complex. You will need to shoot them until they explode. The first is on the wall by the sliding chain link gate, and you'll need to kill the guard who tries to set it off. The other three alarms are in the guard towers on the dam. To get to them, walk through the doors on the dam level (ie, don't go up the ladder or down the stairs). They are on the wall inside.

OO AGENT

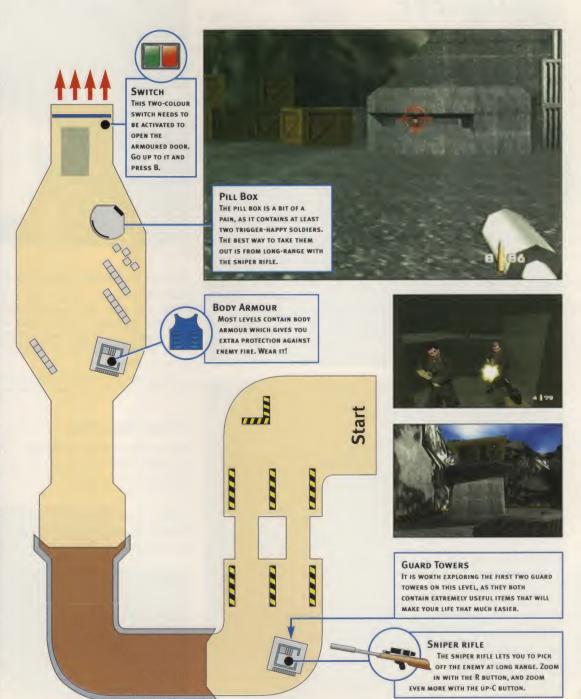
You need to install a covert modem. Do this using the communications uplink which is on a wall, behind some crates, just past the sliding chain link gate.

OO AGENT

Initiate a data backup. Enter the ops room, which can be reached by going down through the first guard tower on the dam and then right and through the vertically-sliding door. Kill the guards and use the computer to initiate a backup.

AGENT, SECRET AGENT & OO AGENT

Bungee jump from the platform. Pretty self-explanatory this. You need to make your way to the dam, and then jump from the platform which is situated half-way along the dam on the left-hand side (as you walk onto it).



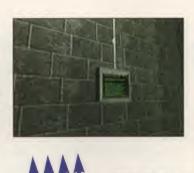


OPERATIONS COMPUTER

THE COMPUTERS IN THE OPS ROOMS ARE PROTECTED BY AT LEAST FOUR GUARDS, ONE OF WHOM HIDES BEHIND THE

THEMSELVES -DON'T DESTROY THEM!

Goldeneye

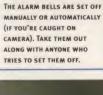


PADLOCK A PADLOCK, AND YOU'VE NO KEY! TARGET THE LOCK WITH WHICHEVER WEAPON YOU HAVE TO HAND AND BLOW IT TO BITS!



THE COMMUNICATIONS
UPLINK IS HIDDEN BEHIND
SOME CRATES JUST PAST THE
CHAIN-LINK GATE. USE IT TO
INSTALL THE COVERT MODEM.

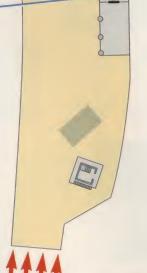
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ALARM BELL



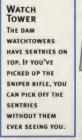






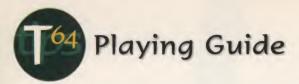






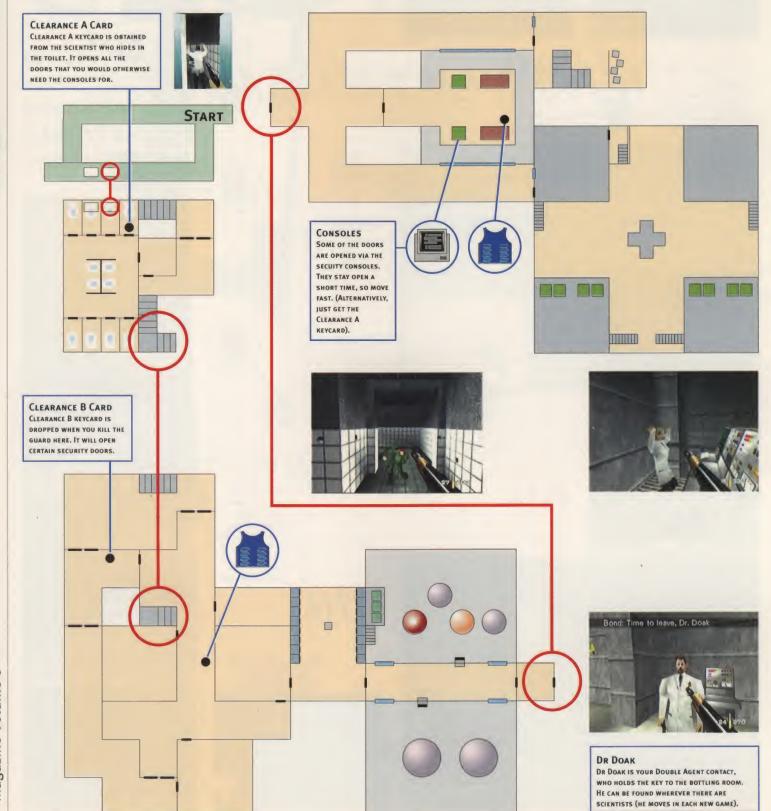






PART 2:

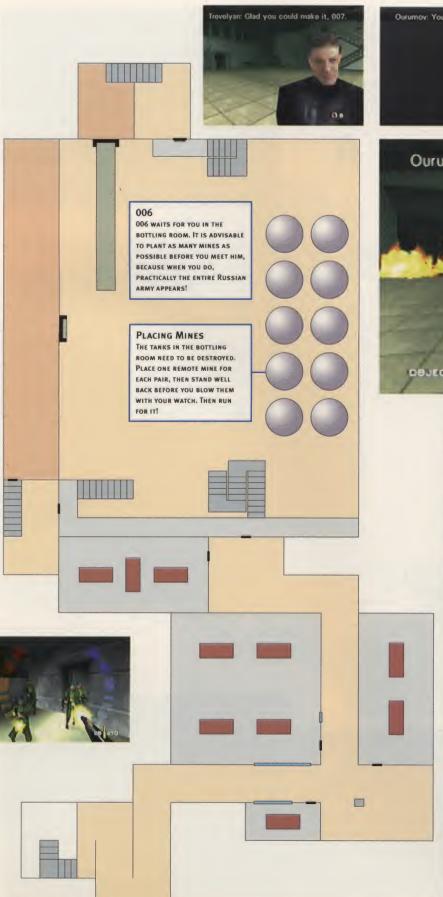
CHEMICAL WARFARE FACILITY 2



62

64 magazine Volume 6 1997

Goldeneye









AGENT, SECRET AGENT & OO AGENT

Minimise scientist casualties. Easy this: just don't shoot them! Watch out for guards who might dress in lab coats (they probably won't appear on the Agent difficulty level).

SECRET AGENT & 00 AGENT

To enter the bottling room, you must first contact the double agent. He is one of the scientists (called Doctor Doak) who will give you the key to the bottling room door. He appears in various different places, so you'll just have to search all the scientists you meet until you find him (you'll know when you do, because he's the only one who doesn't stick up his hands and cower like the others — apart from the disguised guards, that is). Plus he's got a chin-glove.

AGENT, SECRET AGENT & OO AGENT

Gain entry to lab area. To do this, either use the remote consoles, or capture the two security keycards. One is held by the guard marked on the map, the other can be gained from the scientist who can later be found in the toilets where you started.

AGENT, SECRET AGENT & OO AGENT

Rendezvous with oo6. He will be waiting in the bottling room; just go up to him (following which, all hell will break loose).

Destroy the tanks in bottling room. For this, use the remote mines, planting them on the inner side of one of each of the five pairs of tanks.



RUNWAY, CHEMICAL FACILITY 2

PLANE IGNITION KEY
THE PLANE IGNITION KEY IS
NEEDED TO START UP THE
PLANE. YOU'LL FIND IT ON A
TABLE GUARDED BY TWO
SOLDIERS. THE KEY IS
INDESTRUCTIBLE, SO...
GRENADES ANYONE?







Agent, Secret Agent and OO Agent

Find the plane ignition key. It's in a building on the left of the runway, protected by two guards. The easiest way to take care of them is to chuck a grenade around the corner.

SECRET AGENT & OO AGENT

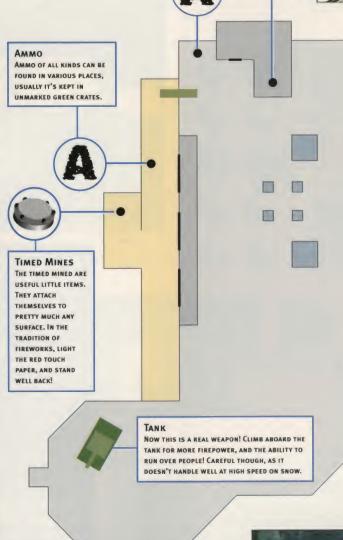
Before entering plane, eliminate the missile battery. It's on the right hand-side of the runway, near the plane. Use timed mines, grenades or the tank (bottom right on the map) – but be careful not to run over the plane with it!

00 AGENT

You'll need to **destroy the heavy gun emplacements** before you can take off. These are at the end of the runway, on both sides. As with the missile battery, use mines, grenades or the tank – the latter is recommended as it moves faster, provides some degree of protection, and has better range than the mines and grenades (plus you can run people over!)

AGENT, SECRET AGENT AND OO AGENT

Escape in plane. Need we say more? Walk up to the plane (down the runway, on right) and get in!



Goldeneye





HEAVY MACHINE GUN THE BUNKER ON THE LEFT-HAND SIDE CONTAINS A HUGE MACHINE GUN. ALTHOUGH NOT VITAL TO THE MISSION'S SUCCESS, IF YOU DON'T DESTROY IT, IT WILL DESTROY YOU!









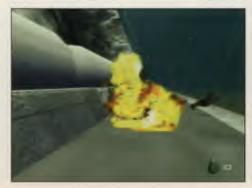
DOTTED AROUND THE PLACE YOU WILL SEE BARRELS. A FEW WELL-PLACED SHOTS WILL CAUSE THESE TO EXPLODE, TAKING OUT ANY SOLDIERS UNFORTUNATE ENOUGH TO BE NEAR THEM.



ON SECRET AGENT LEVEL, THE MISSILE LAUNCHER MUST BE DESTROYED BEFORE THE PLANE TAKES OFF. JUST LOB A FEW GRENADES AT IT.



AT THE FAR END OF THE RUNWAY ARE TWO HEAVY GUNS BUILT INTO THE CLIFF WALLS. TAKE THEM OUT ON 00 LEVEL, OR YOUR PLANE RIDE WILL BE A VERY SHORT ONE.







SEVERNAYA, USSR

INSTALLATION



Power down the communications dish. You will need to use the console in the satellite building go up to it and press B to deactivate the computer, making sure not to destroy it. This merely activates the auxiliary system, meaning you fail the mission. Really, 007!



Obtain safe key. To get this, first kill the Siberian Special Forces officer in the small hut, get the key (and the grenade launcher if you want), then use the key to open the locked hut and get the safe key.

SECRET AGENT & OO AGENT

Steal the building plans. These are in a safe in one of the two huts surrounded by a chain link fence near the observatory. The hut and safe keys will allow you

AGENT, SECRET AGENT & OO AGENT

Enter the base via the ventilation tower. Easy - make your way to it, climb on top, shoot the locks on the gate and drop down into the



WATCHTOWER

THE GUARD'S SMALL WATCHTOWERS ARE USUALLLY UNOCCUPIED. THEY ARE USEFUL FOR GETTING A LOOK AT THE SUPPOUNDING LANDSCAPE, AND MAKE EXCELLENT SNIPER POSITIONS.







LOCKED HUT

THIS SMALL HUT CONTAINS THE SAFE KEY WHICH HAS TO BE OBTAINED FROM THE SIBERIAN OFFICER.











GRENADE LAUNCHER

THE GRENADE LAUNCHER HAS NO SPECIFIC USE ON THIS LEVEL BUT IT'S INCREDIBLY GOOD FUN! IT'S NOISY, IT'S POWERFUL, AND IT KICKS ASS BIG-TIME! (ASK FOR

ONE AT CHRISTMAS).



SIBERIAN OFFICER

THE ONLY WAY TO GET THE KEY FOR THE LOCKED HUT IS BY KILLING THE SIBERIAN SPECIAL FORCES OFFICER.





Goldeneye





SAFE ONCE YOU HAVE THE SAFE KEY, YOU WILL BE ABLE TO GET THE BUILDING PLANS FROM THE FENCED COMPOUND (ALTHOUGH YOU'D THINK BOND COULD'VE PICKED THE LOCK!)





WALL MOUNTED CAMERAS

THE WALL-MOUNTED CAMERAS WILL SPOT YOU UNLESS YOU TAKE THEM OUT QUICKLY. IF YOU FAIL, THE ALARM IS RAISED, AND YOU'RE IN DEEP TROUBLE.











VENTILATION TOWER

CLIMB THE LADDER ON THE SIDE OF THE VENTILATION TOWER TO GET ON TOP, THEN YOU NEED TO SHOOT THE FOUR PADLOCKS TO REMOVE THE GRILLE.

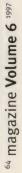


HELIPAD

THE HELIPAD IS NOT IMPORTANT TO THIS LEVEL. THE DOOR NEXT TO IT CANNOT BE OPENED (IT LEADS TO THE GOLDENEYE CONTROL CENTRE) AND IF YOU TRY TO FORCE THE ISSUE A HORDE OF SPECIAL FORCES TROOPS WILL COME RACING OUT FROM SOMEWHERE TO ATTACK YOU.







PART 2:

SATELLITE CONTROL BUNKER

SECRET AGENT & OO AGENT

Disrupt all surveillance equipment. Basically, this means shoot out the cameras before someone notices you. Although you need not do this to finish the Agent level, if you don't take out the cameras, eventually the alarms will go off, and you'll get a never-ending stream of elite soldiers who will seriously hamper your efforts to complete the mission.

AGENT, SECRET AGENT & OO AGENT

Copy Goldeneye key and leave original. Simply find the key (on a table in the map room), use the copying device from Q, and discard the original (just press the trigger once you've copied the key).

AGENT, SECRET AGENT & OO AGENT

Photograph main video screen. Go into the large room with the eye on one side and the map on the other, and photograph the map, using the camera you start the mission with.

00 AGENT

Get someone to activate the computer. To do this, find Boris, the software expert (the only one on this level without a gun – he's usually in the map room) and approach him without your gun so that he will take you to the mainframe and deactivate the security systems. It is important to note that the mainframe is in the hexagonal room at the bottom of the map, and contains several guards, so take them out first, without destroying the mainframe, before you approach Boris.

OO AGENT

Download data from computer. Self-explanatory – use Q's device.



BORIS

SOFTWARE EXPERT BORIS IS PLAYED BY THE SHORT GUY WHO WAS IN BBC'S BERNARD AND THE GENIE. ALTHOUGH IT'S TEMPTING, DON'T KILL HIM, AT LEAST NOT TILL HE'S GOT YOU INTO THE COMPUTER.

GOLDENEYE KEY

YOU NEED THE GOLDENEYE KEY, BUT THE ENEMY MUST NOT KNOW YOU HAVE IT, SO AFTER PICKING IT UP, USE Q'S KEY ANALYSER TO DUPLICATE IT THEN DISCARD THE ORIGINAL.





MAP SCREEN

THE MAP SCREEN MUST
BE PHOTOGRAPHED
USING THE CAMERA
SUPPLIED BY Q. "OKAY
DARLING, I WANT TO SEE
'GEOGRAPHIC'. COME
ON, SMILE...SMILE, AHD
PERFECT! SAY CHEESE!"

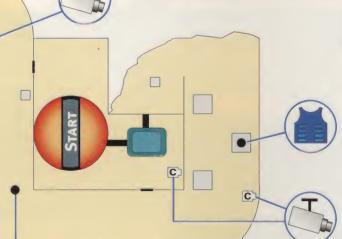


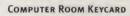
Goldeneye



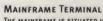
THIS GUARD CARRIES THE SECURITY KEYCARD. HE STARTS OFF HERE, BUT UNFORTUNATELY HE WANDERS AROUND A BIT, SO YOU MAY NOT FIND HIM. HE WON'T HAVE GONE FAR THOUGH.







THE GUARD WITH THE ROUNDISH HAT HOLDS THE COMPUTER ROOM KEYCARD, YOU'LL NEED THIS IF YOU WANT TO TAKE CARE OF THE GUARDS IN THE COMPUTER ROOM.



THE MAINFRAME IS SITUATED IN THE LOCKED COMPUTER ROOM. WHEN YOU ARE DEALING WITH THE SOLDIERS GUARDING IT: DON'T DESTROY IT! (FOR SOME REASON, COMPUTERS DON'T LIKE BULLETS...)

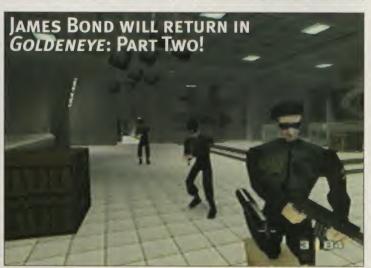
















It's BIG, it's MAD, and it's all in Japanese. What the **HELL** are you supposed to Do? Never fear - 64 MAGAZINE is here to HELP!

IT WAS ONLY LAST ISSUE THAT WE reviewed this bizarre Super Mario 64-a-like. With barely a month to decipher the language, complete the entire game and write the solution, what poor mug was going to volunteer for that? Enter the new bloke...

You begin in a house in the middle of town. Leave the house and



come to a door in the wall on the left. Go through it. Now go up street, past set of double doors on right, and keep going until you come to a large red round thing (I can't think how else to



EARLY IN THE GAME, GOEMON ENCOUNTERS THE 'BIG RED THING' (OKAY, I KNOW, BUT WHAT WOULD YOU DESCRIBE IT AS?)



GOLDEN HEALTH: FULL HEALTH **HEALTH: ONE HEALTH POINT** CATS: COLLECT FOUR FOR AN EXTRA ENERGY HEART GOLD CATS: TWO EXTRA ENERGY HEARTS SMALL ELEPHANT: PALACE MAP SMALL MAN: WEAPON POWER-UP (TEMPORARY) PARCHMENT: EXTRA LIFE GOLD COINS / AMMO

SAVING THE GAME

CORNER, AND TAKE THE FIRST DOOR ON THE

THE SECOND OPTION, AND PRESS A WHERE

Another way to save is via the

CHANCE TO SAVE WHILST TALKING WITH OTHER

SELECT THE FIRST OPTION WHEN OFFERED,

AGAIN AND THEN SELECT THE SAVED GAME



Ganbare Goemon

GEMON



ATTACK OF THE KILLER SLINKY.

describe it). Turn right here, and head up to and through the door. Follow the new path round to the left and through another set of doors.

Outside, you should see the first hostile characters of the game. Turn on your map at this point. Make your way to the top of the map, to the door. On the way, you will cross a bridge. If you take the bridge on the right immediately after the first bridge, you will find a cat up a small slope.

Having entered the door at the top of the map, you will find yourself facing a mountain. Climb to the top, avoiding enemies and taking care not to be caught out by the rotating platforms.

Inside the summit, in front of you will be several doors and a house. Enter the house and talk to the man inside. Press B to move the text on, and then when you have a choice of a lines of text, select the second

one to get the chain weapon. Exit the

hut, and go through each of the doors. They contain health, and a pot which can be broken to release coins.

You now need to return to the town. The easiest way to do this is to go out on a ledge and just jump off. Make your way back through the Town, to the first set of double doors you passed just before you reached the big red thing. They will now be on your left. Go through them.

Follow the subsequent path along to the next set of doors, through which you will be faced with a stretch of water and no bridge. To get across the gap, stand opposite one of the boxes on the opposite bank and use the chain weapon, which will catch on the box and pull you across. The box on the right leads to the next door, but the one on the left will let you get another cat. The door at the end of the path is the entrance to the first boss's palace. Use the save sign, then enter.





PALACE ONE

Collect all the money in the first room by breaking open the jars, then exit through the door at the far end. In the next room, you will see a door on your right which is locked. Go left and turn the corner to find a key. To get to the key you will need to use the chain to cross two gaps. Collect the key, and return to the locked door, which will open.

In the new room, enter the first door on the right. Kill all the enemies, and the key will then appear. When you have the key, go out the same way you came in. Before moving on from here, get the map and the cat, then go out through the previously locked door. An easy way to cross this room is to swim most of it.

In this room, first take out the two enemies (one drops some health), then switch back to your old weapon. You should now move into the centre of the green floor. Tiles will rise up and fly at you; break at least three of them to reveal the key. As soon as the key appears, grab it and leave the room.

Now take the door on the right and proceed straight through to the second room, where you must again kill all the



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enemies for the key. Go back the way you came until you return to the room with a large gap. To move across the gap you will need to jump towards the box and fire your chain weapon, which will pull you the rest of the way across. Before entering the locked room, move to the next door, through which you will find money and health. Then return and enter the locked door.

Cross the room to the lift in the corner and climb on. The lift will take you up to a room where rows of round enemies move along a platform, blocking the door. You will need to jump over them to reach the door.

The next room contains presses which come down from the ceiling, one at each end - the centre one does not move. Ride up on one of the end ones to get to the key on the middle one. Then go through the unlocked door (in the middle of the room) to get a cat, before returning to the locked one.

Make your way around to the first door, avoiding the rotating mines - the first set can be bypassed by swimming to the first island. Through the first door, you will need to use the chain weapon to traverse the water by once again jumping and firing at the box. The door is around the corner.

In the next room, you will be confronted by a large hand, which is blocking the passage. If you return



here after defeating the first boss, you will be able to get money and a cat. Take the door on the left.

The key is in the corner of the room. Take it, and go back three rooms to the room with the water and the rotating mines, and enter the locked door. Through it you will find more round enemies. Simply run and jump along the edge of the room, then kill the ninja when he appears, as he will chuck throwing stars at you. Exit through the door at the end.

Go left in the new room for money and more health, but watch out for the ninja! Then go out through the new door (straight on from where vou came in).

This room contains presses and platforms, which you need to use to move across to the exit door. There is also money on one of the platforms. The best technique is to jump on the press when it is down, then jump off when it is up. Falling off loses you health. The exit door is in the far corner.

In the next room, get on the lift, which will take you up to meet a blue bloke with poncy hair. When he finishes talking and runs off, follow him. If he runs off too fast, simply go through the white screens until you find the cat. Pick up the cat and the health. The next screen door leads to the boss.

Boss 1

THE FIRST BOSS IS A HUGE HEAD. TO BEAT HIM, RUN UP TO HIS CHIN AND USE THE CHAIN TO HIT HIM UNDER THE RED DOT. MAKE SURE YOU STAND JUST TO THE SIDE

IF YOU STAY IN CLOSE UNDER HIS CHIN IT WILL PASS OVER YOUR HEAD. HIS OTHER WEAPON IS LASERS, THESE COME OUT OF CLEAR OF HIS CENTRE ONE). WHEN THESE ACTIVATE, SIMPLY MOVE OUT A LITTLE, AND





DEFEATED, THE BOSS RELEASES A MOON. WHICH YOU NEED TO PICK UP, AFTER WHICH THE EXIT DOOR WILL OPEN.



EMPEROR'S CHAMBER

Through the door at the end of the next room you will find the Emperor and his daughter. When he gives you a choice, select the first option to get a pass for leaving the town. When you are given the next option (which is to save) again select the first choice. Once saved, you will find yourself back outside the palace. The first room of the palace can be re-entered for more money. Other rooms now have all their objects (except keys and cats) and will be replenished when you leave. This means unlimited money and health!

From outside the palace, make your way back two rooms to the area with bridges over water. Jump into the

water and swim through the tunnel. In the next area, swim straight through to the next tunnel. Swim up and round the corner, stop and pick up the cat, then swim on to the end and jump onto the bridge via the floating aerial platforms. Talk to the two guards on the bridge and they will open the gates and let you leave the town.

Cross the bridge and go right, which takes you to a door, through which is a cave. Follow the cave to the next door, which opens onto a field.

Cross the field and climb to the top of the hill, then follow the path at the top until the game takes control and puts you in a giant robot - Goemon Impact!.



THE EMPEROR IS A FAT AND JOLLY CHAP WITH NO NOSE (THESE JAPANESE GAMES ARE WEIRD!)

Kabuki Robot

THE FIRST SECTION IS FAIRLY STRAIGHT-FORWARD, YOU SIMPLY DESTROY AS MUCH STUFF AS POSSIBLE TO GAIN ENERGY. YOU SHOULD START WITH AN ENERGY LEVEL OF ABOUT 800. THE ENEMY ROBOT HAS LOADS OF WEAPONS, AND YOU DON'T. AFTER A FEW ATTEMPTS, YOU'LL BE ABLE TO RECOGNISE WHAT THE ROBOT IS GOING TO DO FROM HIS STANCE.

Robot has his arms above his head – he is about to launch missiles. He is vulnerable when he does this, so fire a spread of fireballs (using the trigger) then take out his missiles.

Robot has open palm – this can be pretty lethal, so the best thing to do is to hit him with a fireball as he prepares to move. If you don't manage this, then wait until he flies at you, and try to catch him with your nearest fist.

Robot flips over and grows wings – nothing you can do about this, as when the wings come out, your shots just bounce off. Wait for him to fly past you, and punch the umbrellas he drops. They replenish your fireball power (you must use fists though).

Robot produces two bits of wood – he is about to ram you. This is not a problem, as with careful timing he can be punched.

When the enemy robot's power drops below 1000, he gets another power:

Robot flies towards you with arms down - this is a





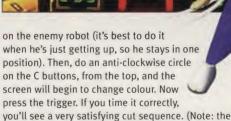
bugger. If you let him he casts a spell, during which time you can't hit him, and a ghost version of him hits you. Try to hit him with a fireball before he can cast the spell, if you miss, you'll have to defend against the ghost until it vanishes (which is bloody difficult). However, he stays still to cast the spell, so you can use the super laser (see below).

You have special weapons of your own:

Hammer strike – to utilise this, you must wait till the enemy robot charges you, and punch him once with your left, then again quickly with your left and then tap the right punch button. A huge red hammer should sweep from the left and clout him.

Super laser – When the two vertical bars either side of your scanner display flash, you can use your super laser. To activate it, centre your cross-hairs





laser will now need time to charge up again).

Speed fists – Again, rotate on the C buttons, but instead of pulling the trigger, press B. Expect a blur of fists to hammer the enemy 'bot (if he's in range).

Grabber – Kind of self-explanatory this one. Rotate on the C buttons again, and press A, this will fire a chain to grab the enemy robot, holding him still to be fireballed.

Now you've killed the robot, move on to the next Town.



Town Two

Through the first door of Town 2, you will gain another character, a girl

with green hair called Yae. She carries a sword. Once you have met her, move on to the next room, then cross the



bridge and enter the following one. From here, go left and through the door to another bridge, which is blocked by a guard.

Talk to the guard, then take the ladder (to the right of the bridge as you face the guard), go down and



travel left through the passage, then climb the steps to talk to the fisherwoman. You will get to make choices. Choose option two first, then option one, then option one again. The woman tells you to find three blue fish. These will be swimming around in

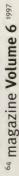


the water – just walk into them. Once you have three, return to the woman, and she will tell you to bring her five yellow fish. Do this, and then you will have to find eight pink fish, after which she will give you a log. Return to the guard.









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🥰 Playing Guide

SUB-GAME 1 Flatten The Guard

EASY PEASY! THROW YOUR LOG AT HIM (BY PRESSING B) AND HIT HIM THREE TIMES BEFORE THE TIMER RUNS DOWN. IT'S ALL A MATTER OF TIMING!



ROCKETS. GOEMON GETS... A LOG?

Once you have beaten the guard, move past him through the door, then go down the hill until you come to two paths by a temple (exits shown as gaps in the fence). The first path is the one you need to take, however, the second path holds a lot of bonuses.



"Are you looking at me? Are you LOOKING AT ME? I'LL 'AVE YOU SONNY!





Second path

TAKE THE PATH THROUGH THE FOREST UNTIL YOU COME TO A ROCK ON A SMALL PODIUM. BY PUSHING THE ROCK, YOU CAN ACHIEVE CERTAIN EFFECTS.

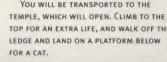
FROM THE DIRECTION OF THE RAMP: PUSH ROCK FORWARD TO HAVE COINS FALL FROM THE SKY.

PUSH ROCK TO THE LEFT TO OBTAIN A CAT. PUSH ROCK BACK (TOWARDS RAMP) TO TRANSPORT TO AN ISLAND. WALK THROUGH SECOND TRANSPORTER AND APPEAR ON A BOAT. GET OFF BOAT AND SWIM TO AROUND TO ROCK. CROSS THE BRIDGE AND GO TO THE TOP OF THE ROCK, WHERE YOU SHOULD FIND A CAT AND ANOTHER TRANSPORTER WHICH TAKES YOU BACK TO THE FIRST ISLAND, JUMP INTO WATER AND SWIM TO SHORE THEN GO LEFT AND



THROUGH FOREST TO TAKE YOU BACK TO THE TEMPLE. RETURN TO THE ROCK ON THE PODIUM (THROUGH THE FOREST, SECOND PATH) AND PUSH THE ROCK TO THE RIGHT.

YOU WILL BE TRANSPORTED TO THE TEMPLE, WHICH WILL OPEN, CLIMB TO THE TOP FOR AN EXTRA LIFE, AND WALK OFF THE LEDGE AND LAND ON A PLATFORM BELOW





Go through the forest and make your way to the waterfront. On your left you will see a house, behind it you will find an extra life. Go over the stone bridge and up to the house on the rock (you will find a cat if you drop off the left side of the bridge onto a small ledge). In the house you will find a transporter to the next town. Talk to the transporter operator and select option one.

THE DRAGON

The dragon is your transport to the next town, but first you must kill the bizarre thing on its head. Make your way to the head of the dragon without falling off. The thing on its head will spin around and fire at you. Keep back until it stops spinning, then quickly run in and hit it with the chain. Then back off again as it spins. Repeat this until it's dead, freeing the dragon.

Back on the ground, you will be given a flute which Yae can blow in most places to ride the dragon anywhere you've already been (useful if you can't find anywhere to save the game). To blow the flute, select it and press fire.

You will now find yourself at the bottom of a hill with a lot of steps.



Climb the steps, and keep on climbing until you come to the very top of the hill where you will see a wooden box. Use Goemon and select coins, then shoot five coins into the box to receive the fire coin. This is activated by selecting the coins and then holding down B until the coin appears solid, then releasing B.

Go back down the hill and enter the third town.





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TOWN THREE

Go around the corner to the right and through the doors. Now take the doors to your immediate right, through which you should see a door directly in front of you. Go straight ahead and through it.

Outside, follow the path (which is down, to your left) along, over a bridge, up a hill and through the doors. On the other side is a bridge which will collapse in certain places. If you fall

down, swim back to the bank and climb the ladders to the beginning of the bridge. If you drop through in the middle of the bridge, you will find a cat. Once over the bridge go through the

Follow the path up the hill, then go to the building on the left, which has a small door just to the left of the main door. The large door should be locked. Now go further up the hill and into the house. This will provide a marker for

the dragon when you want to come back. Exit the house, switch to Yae and blow the flute, to travel back to Town 2.

Once back in Town 2 go back and find the fisherwoman, who will have shrunk. Talk to her, then follow her to the waterfall. Go up the ladder on the left, and through the door. Next take the second door on the right and go across the bridge where the fisherwoman will be waiting. Switch to Ebisumaru and talk to her.



THIS BATTERED OLD BRIDGE COLLAPSES WHEN YOU WALK ACROSS CERTAIN SECTIONS. SO JUMP, JUMP JUMP!

Sub-game 2



SALT AND PEPPER BOMBARDMENT

EASY ENOUGH THIS, JUST KEEP RUNNING AROUND, AVOIDING THE FALLING DYNAMITE AND THE FAT GIRLS, AND COLLECT EIGHT OF THE MARSHMALLOW THINGS.

WHEN THE ROUND-HEADED BLOKE OPENS THE REAR WALL, BUNDLES OF DYNAMITE DROP FROM THE CEILING. NIGHTMARE!

Go back over the bridge and through the door. Now go straight on, and left up the steps, then left at the first corner, right at the second, then through right door into a passage. Down the passage on the right is a room with a pool of water and a watering tool. Hit the tool three times for a cat, then go back the way you came. You will need to remember this room for later though.

Summon the dragon again and travel back to the house on the hill. The door is still locked, so select Ebisumary and use the C Up button to activate his special power. Once he has shrunk, pass through the door and use C Up again to return to normal size.

Follow the passage round - you will need to pass through the red gate on the left, but first travel to the end of the passage and jump into the spa. Now press and hold Z for a relaxing soak in the spa which will soothe your tired muscles, but more importantly will regain any lost health.

Now back to the red gate. At the gate, turn small again and walk under it. Once through the gate, regain normal size and go right and into a







cage, then down for a cat, before returning to the red gate and the bumps. Make your way over the bumps and up the ladder at the end, then using Goemon's chain make your way over the gaps and up the slope to the door of the second boss's palace. Before you go in, save the game using the sign, and switch to Goemon's coin weapon.



PALACE TWO

Entering the first room of the palace, you'll see two the statues at the end of the room with the fire coin, which will open the door. Go through it.

The new room is of no use at the moment, but will be important later. Go through to the next room, and spikes (watch for the pattern) and making sure to get the cat from on top of the large head, then exit. Make your way to the middle of the via the other door.

You will need to defeat all the enemies in the new room before the key appears. Before you leave, pick up the seed (on the left as you entered the room) and climb onto the lift, and drop the seed in the middle of the platform. A flower will grow, releasing energy and money.

In the next room, make your way through the first door on the left.





it, and go down. Make your way over the platforms to a second lift, and go up. Take the exit from the new room, and in the next room. jump on the power switch on the floor to activate it. Then get the key and the cat and go all the way back to the first room after the one with the ghosts.

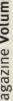
CLAW GAME

This room now has a control console. Walk up to it to be shown the camera. This section works like those grab games you get in arcades, except that the claw actually does pick up! The easiest way to do this is to jump onto the forward button until the claw aligns with the floorboard which is in line with the camera, then jump off, jump onto the sideways button until the shadow of the claw passes over the camera, then jump off. If you've done it right, collect the camera, else try, try again!

The camera is used by Ebisumaru. button until the image solidifies, then release (as with Goemon's fire coin). The camera can be used to take out ghosts. Simply use it in the smack 'em!

You now need to retrace your steps (again) to the room before the one with the first lift. Once you get there, cross the tightrope to collect the





Playing Guide

golden cat, and proceed through the locked door. The next room is full of ghosts, so use the camera to make them solid, and kill them all to open the exit door (to the left as you entered). It is important to note contact with water is harmful to first door on the left and kill all the ghosts to get the key, then come back into the preceding room and make your way to the locked door.

Next go up the stairs and up on the lift. Go through the unlocked door and up the ramp in the next room. You must now make your way across the spinning tops to the back. If you fall into the water, quickly swim back to the ramp and try again - fall in too often and you return to the previous room and go

In the new room, make your way to the unlocked door directly ahead of you. Defeat everything within for



the key, then return to the main room. Make your way to the locked door which is along the same wall

In the next room, take the door straight ahead for loads of money and health, then exit. Make your way past the skipping ropes (easiest if you shrink Ebisumaru) to the door at the end and enter.

Use the camera to kill the ghosts, then make your way across the floor, avoiding the holes, to collect the key and the extra life. Now make your way back to the main room (two rooms back), get the cat and go through the second locked door, then head for the first door on the left.

in order to get the key. The target ball is represented by an arrow over it, and you just need to hit it to pot locked door. To get to the boss, simply hop on the lift.







Return to Town 2 on the dragon. Enter the town, go over the bridge and through the door. In the next area, go up the small flight of steps (diagonally left as you entered). Then go right, and through the door at the end into the passageway. Exit the passage at the other end, follow the path round and down the steps, and go through the first door on the left.

You should see a child standing on the bridge. Go past him (or her!) and through the door. In the next room, follow the path round and over both bridges; you should pass one locked and two stone doors. You are heading for the door at the top of your on-screen map.

In the next area is a large hill. Make your way right to the next door and go through. You should find yourself in the desert. Make your way to the lake at the bottom-left of the map. At the lake, pick up the tubular object and collect the cat, then return to the door you came in by and exit.

You're back at the hill now, and you need to climb the hill to the very top and enter the house there. Inside the house (which, in the style of Doctor Who's Tardis, is hugely bigger on the inside than on the outside) is a tree. Make your way to the top of it.

At the very top of the tree, switch to Ebisumaru, and use the camera. You will then meet a fourth member of your party, a strange chap with a lethal knife. His name is Saukra. Leave the house, and head down the hill, to the third door on the map, on the left-hand side.

Through that door is Town 4.





SOME PUPPIES?"

Boss 2

THIS BOSS IS FAIRLY STRAIGHTFORWARD (ALTHOUGH NOT QUITE AS EASY AS THE FIRST ONE). FIRST, USE EBISUMARU AND THE CAMERA TO TURN THE BOSS TRANSPARENT, EXPOSING HIS HEART.

Now switch to Goemon and use the FIRE COIN, AND REPEATEDLY JUMP AND FIRE THE COIN TO HIT THE HEART WHEN THE BOSS IS TRANSPARENT. THE BEST TECHNIQUE IS TO KEEP MOVING ALL THE TIME, AS THE BOSS WILL TRY TO HIT YOU, JUMP ON YOU, AND FIRE AT YOU. RUN RIGHT ALL THE TIME (ANTI-CLOCKWISE), BECAUSE THE BOSS FIRES FROM HIS RIGHT (YOUR LEFT) ARM, AND IF YOU RUN THE OTHER WAY THE MISSILES ALWAYS HIT





YOU. RUN RIGHT, AND THEY DON'T.

ONCE BEATEN, GET THE NEXT PIECE, AND SAVE THE GAME, FOLLOWING WHICH YOU WILL FIND YOURSELF OUTSIDE THE PALACE.



Town Four

You want to go through the door in the top-left of the map (You start in the top-right). Once through the door, you will be facing a small valley. You need to go through the door in the top-right of the map, but to get there you will need to travel left first of all to avoid the hills.

Moving through the door finds you in a cave. Make your way to the end of the map where you will find a stone door. Use Saukra's bomb to destroy the door, then read the sign to save the game.

When this is done, enter the palace.



AH, ANOTHER ONE OF THOSE UNECESSARILY LARGE CAPTIONS TO FILL. LOOKS LIKE EXPLODING.

Upon entering the palace, go left and through the gate into the underside of the building. Follow the right passage round the corner and through a door.

Through the door, there is some health to the left. Return and exit through the gate. Go left, avoiding the round things, and exit. Now jump into the water, and follow the mines around to the opposite bank. Climb the wooden platforms to get the map (which for some reason looks like a small elephant) and exit to the right.

The next room has two doors. For clarity, we will refer to this as the 'Junction Room'. Go through the lefthand door. Then go left and through the next door. Then go straight ahead and through the door.

This room has see-sawing steps. Make your way through the door on the right of the room. Next room, go left and through the door.





In the room with moving platforms, take the ladder up and go through the right door, then around to the right for a cat. Then backtrack to the platforms, and use them to get to the door on the right side of the room, through which you will find a key.

Now make your way back to the Junction Room, and go through the locked door, which will take you to a room with tanks in it. Go right, and climb the ladder, then make your way along the rooftops until you find an extra life. Follow the roof back to the far wall, and drop off to enter the door in the end wall.

In this room is Saukra's new ice weapon. Take it and leave, then take the first door on the left. Avoid the barrels (zig-zag) and go through the door. In the next room, take the door on the right for money and a weapon power-up, then return and take the door on the far side.

The new room has red glowing platforms, which can be cooled temporarily using Saukra's ice weapon. Make your way right and onto the podium for Ebisumaru's new hammer, then climb back to the door you came in, but move along the platform and take the other door, which leads outside. Make your way back to the entrance of the palace.

Go up the stairs and right, avoiding stompers. In the next room, freeze the blocks and jump across. Make your way to the top of the palace and get the gold key, then drop down to the floor below. From here, one door takes you outside where you will find a gold cat (which door depends on which way you were facing when you landed).

From here, make your way back to the Junction Room and take the door

on the left. Turn right, and head through the locked door. You will now see a huge waterfall. Go down the ramp and use the floating platform to get onto the wall. Make your way to the top by jumping on the first fish, then jumping off on the other side. Take the ladders up, and get on the second fish. Move all the way along this fish to the pole, and jump onto the centre, then walk around and jump onto the third fish, and jump off when it reaches the top.

Go up the ladder, through the door, and make your way to the next door, which leads to the third boss room. Inside, drop down into the pit and she will appear.





IT'S FASTER BY FISH A LOT OF THINGS IN THE GAME ARE THEMED. HERE, YOU ASCEND THE WATERFALL USING THE ROTATING FISH.



WITH, AND ONLY GETS A LITTLE TRICKY WHEN SHE IS ABOUT TO DIE.

SHE WILL INITIALLY THROW PAIRS OF OF BLUE DISKS, FOLLOWED BY TWO RED ONES. GREEN ONES, FOLLOWED BY TWO RED ONES AND THEN WHEN SHE IS ABOUT TO DIE, SHE'LL

CHAMBER. THIS WILL AVOID ALL BUT THE RED

SO YOU'LL NEED TO DODGE AS WELL AS RUNNING AROUND.







Having killed the boss, return to the room with two stone bridges and two stone doors. Use Saukra's bomb weapon to destroy the doors and get a white cat and a gold cat. Also from this room, take the door you haven't been through yet and you will come to a bridge. Jump off the bridge to the right, and travel up and along the ramp. When you come to the overhang, shrink Ebisumaru and pass under it and along for another cat. Then jump into the water, and swim along under the bridge to the

transporter-like shape in the water. Ride the wooden platform to the top for another cat.

Use the dragon to go back to Town 1. Switch to Goemon and go through the town doors, forward, right, to the end of the path and through the door. You are now back in the street where you started. Move down the street and enter the second door on the right. Talk to the man inside, select option one, and enter the third sub-game.



IS TOO BIG FOR YOUR NECK. BE WARNED!

SUB-GAME 3

260 m as x 6

Balloon Defence

JUST AS EASY AS THE PREVIOUS SUB-GAMES (AND JUST AS WEIRD) - MOVE YOUR PODIUM ROUND IN A CIRCLE, AND USE THE B BUTTON TO THROW BOXES ONTO THE HEADS OF THE POINTY-HEADED PEOPLE THAT LIVE IN THE HOLES TO STOP THEM RISING UP AND BURSTING THE BALLOONS. BEST METHOD IS TO THROW TWO BOXES THEN TURN TO THE NEXT HEAD. DO THE SAME THING, TURN AGAIN, AND SO ON.





Once you've done the sub-game, move back the way you came and exit the town. Now cross the bridge, turn left, and go up the ramp and across to the metal block. Activate Goemon's new special power, and push the block so that you can get through (if you drop right just past the fence, you'll get a cat).



AND UP NEXT WE HAVE GOEMON WITH THE LATEST HAT TO HIT THE PARIS CATWALKS! DOESN'T HE JUST LOOK 5000 SWEET?

Make your way across to the next door (on the left). Through it, walk to the right and go up the ladder. Work your way across to the ledge in the corner and hit the red button, which will activate some wooden platforms. These lead to the next door, but if you first jump down you'll find another cat. Once through the door, you should see snow. Walk straight ahead and take the door ahead of you. This is the door to Town five



TOWN FIVE

Once into the

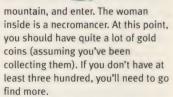
Town, go down the steps ahead of you, ignoring the doors on the right, and go up the subsequent stairs to the next door. You will be facing a house; turn right and follow the path up to and through the next door.

You are outside again. Ignore the ghosts and make your way down the path. Halfway down on the right is a marker stone. Read it, then turn right and you will see a large stone blocking your path. Hitting it will have no effect, so go back the way you came, through the door, along and round the corner and through the second door, and talk to the man in blue who should be in front of you (just off to the left). He tells you that you need new weapons, and you must talk to him. Next, take the dragon back to the mountain by Town one.

Climb again to the summit and go and see the man there. Talk to him, and this time choose option two, and he will give you the silver weapons. Take the dragon back to Town 5, then return to the large stone blocking the path and hit it.

Once the stone is no longer blocking your path, take the ladders up to the house at the top of the





Assuming you have the right amount of gold, talk to the necromancer, and keep selecting the first option. She will grant you a conversation with a strange bearded bloke. Afterwards, leave the house, go down the mountain and make your way through the Town and out the front gate (where you first came in) and follow the path round to the right and through the set of doors there. If you jump into the water at any point in this room, you will be able to swim around and get a cat, although it is a pain getting back up. At the end of the path go through the doors.

You should now see a waterfall, and a sign. Change to Yae, read the sign and select option one for the fourth sub-game.





Ganbare Goemon

Sub-game 4 Salmon Impersonation

YAE NEEDS TO GO UP THE WATERFALL.
SIMPLY TAP THE A BUTTON REALLY FAST
AND MOVE THE CONTROL STICK TO THE
LEFT TO AVOID FALLING... ER, THINGS.





SUBMARINE

Now go back to the entrance to Town 5, and make your way through the town, out and past where you moved the large stone to the next set of doors. Through these doors, you should see a large lake.

Select Yae and jump into the lake. Now activate her special power to enable swimming under the water. Button A now makes Yae swim, whilst B performs a swim attack.

Swim down, find the red button, and activate it with the swim attack, which will open the door under the water. Go through it.

In the next room, you are looking for the submarine, which is under the ice. Also under the ice you should also find a cat and an extra life. The sub is fairly easy to find, if you look on your on-screen map, it's in the vaguely c-shaped dark blue bit. When you find it, go in through the hatch in the bottom.

Once in the sub, go up, then along against the current (going with the current will exit the sub) and then up again to the top of the shaft. Change Yae back to human form and take the lift up to the next room.



The large table in this room leads to a map for the sub; climb up the blocks to get to it. You should see two doors. Take the door which is ahead of you as you climb onto the table (they both take you to the same place, it's just that this way is easier).

In the next room, go around to the door and through it. Cross to the door directly in front of you. In the next room, take the door on the right (ie, not the locked one) and in the following room, take the door at the end.

You must move around across the moving platforms to get the key in the far corner. This done, go back two rooms to the room with the locked door, and go through it.

In this room (with giant teacups) get the weapon power up in the corner, then get on the lift. Now change to Yae, and swim down and through the door. Swim around and through into the following room.

In here, you need to swim to the end for the key, then exit through the locked door. Swim to the left, climb out of the water, go down the ladder and out of the door.

In the next room the key is in the left corner, and the exit in the right. Use the conveyor belts to move about, and exit.

Climb the ladder on the left and get the key. Now exit via the door that was straight ahead of you as you



came in, to find Yae's bazooka weapon and another key. Get these, and exit the way you came, then take the other locked door (to the left as you re-enter the room).

Go under water and through the door, then surface in the next room. You should see a lift. However, there is also a small door in one wall. Use Ebisumaru to go through this door, then through the next, then go round to the right to get an extra life before returning to the lift room and boarding it.

In the next room, take the door to your immediate right, trying not to fall in the water as it is difficult to get back up. Through the door, kill the enemies and pick up the extra life, then leave.

Take the door on the left. You need to cross the room using the moving bowls, and take the unlocked door directly ahead of you. Kill both enemies and get the key, then exit through the door you came in by, and take the bowls around and to the right through the locked door. Take the key from this room, and exit. Go right, back around the corner via the bowls to the locked door, and go through it.

Take the lift up, and then follow the room to the door at the other end.
Once inside, watch a demo and talk to the aliens, then you will meet the





IN THE SUB CONTROL ROOM, YOU'LL MEET THE EVIL LEADERS, THEY'RE HAVING A DOMESTIC!

Robot 2

Fishbot

You'll notice that you're now in the water. Aside from this, the gamepla' is pretty much the same as with the kabuki robot.

IMPORTANT DIFFERENCES ARE THAT
THIS ROBOT DIVES IN THE WATER, MAKING



HIM MORE DIFFICULT TO SPOT, AND HE DROPS FLOATING MINES IN PLACE OF THE FIRST ROBOT'S UMBRELLAS, WHICH ARE HARDER TO SEE BUT JUST AS EASY TO

WHEN HIS EMERGY DROPS TO 1000, YOU'LL SUBMERGE, AFTER WHICH THE ROBOT CAN PERFORM HIS VERSION OF THE 'GHOST' MOVE — A WHIRLPOOL. TAKE HIM OUT WITH YOUR SUPER LASER.







164 Playing Guide

Having beaten the robot, take the dragon to Town 2, return to the guard on the bridge and talk to him. Now go back one room to the centre of town and make your way through the passageway to the room with the small pond. Stand on the round stone directly in front of the pond (between the two sharp stones) and talk to the pond guy.

Now head for the room where Ebisumaru played a subgame, and talk to the old man on the bridge. He should give you two options. If he doesn't, go back one room and talk to the child (like the one on the bridge earlier). Select option one, then talk to him again, and select option two. Now go back and talk to the old man. Select option one both times to get a golden key.

Now leave the old man's room, and take the first door on the right as you enter the new room. Go across the bridge and through the doors, then head for the locked door which is just to your right. Open it, and inside will be another man. Talk to him as Saukra to enter the fifth sub-game.



TO SUMMON THE MIGHTY POOL-DUDE, YOU MUST STAND BETWEN THE STONES OF POWER!

Sub-GAME 5 Up The Pole

CLIMB THE CIRCULAR POLE IN THE CENTRE OF THE ROOM. THIS ONE IS THE MOST DIFFICULT SUB-GAME, OR MAYBE THE EASIEST, DEPENDING ON HOW GOOD YOU ARE AT JUMPING!



Having completed the game, go back to the bridge and through the doors, turn left and take the second door you come to. Now you should find a long passage, and another door. Go through, and at the end you will see a man on a high stone block.

At this point, you must have at least 800 coins. If you don't have that many, go back to the room with two stone bridges and two stone doors, and break down the doors for more cash. Simply exit the room and re-enter for the rooms to be refilled with coins. Once you have enough, return to the old man.

Go to the block on the left and use Saukra's jet pack special power to boost up, then cross over and talk to the man. Pick option two, then option one, then option one. Now go back and see the guy in the pond again, and he will give you the last piece that you are looking for.

Now go to Town 5, and through to the submarine lake. Instead of climbing into the lake, take the door to the left and go up onto the podium in the middle, which will take you to the fourth palace.

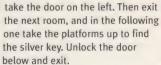




"With love to guide us, nothing can divide us! Do, do, do, dah, dah, dah."

PALACE FIVE

Move along the corridor and



In the new room, jump across the fans to get the gold key, then return to the first room of the palace. Go through the locked door that fits the gold key and take the ladder down, going around the corner to the next door and through it. Walk around the corner on the moving floor and through the next door.

Bounce on the drums up to the door and exit, then cross the blue platforms and get the map. Drop down to the level below and head for the door which was on the left as you came in. Before you go out, turn right and use Saukra's jet pack to get the gold key. Now exit, and go across the fans and through the locked door in the following room.

The next room has a locked door in the middle of the floor and a small door on the far wall. Use Ebisumaru to go through the small door, get the gold key and return to the locked door. Go down and through the door.

Kill the enemies and exit. Now make your way to the top of the room



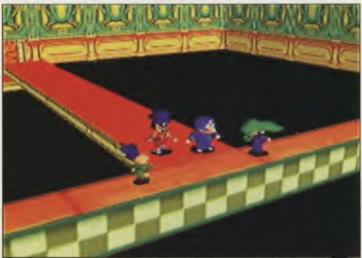
OKAY, SYNCHRONISED ARM-JIGGLING! ON MY COMMAND - BEGIN!



for the silver key, and then return to the room that contained the sunken locked door. Climb the ladder in this room and make your way to the red button and activate it, lowering the steps. If Yae goes underwater here you will find an extra life. Go up the stairs and out.

Outside, head round through the gates and maze, then take the second set of gates. Switch to Goemon, and go along to the sealed door. Try to enter so that you get a message, then return through the first set of gates and go into the second shop on your right. The white haired bearded man from the necromancer's house should be waiting for you. Talk to him for new golden weapons, then go back to the sealed door and break it. Go through.

Go up the stairs on the left and through the door. Jump across to the next door and exit. Now take the conveyor belts to the red button and activate it for a new platform. Take



RIGHT, EVERYONE JUMP UP AND DOWN REALLY FAST, AND WE'LL SUMMON THAT HUGE ROBOT-THING!"

Ganbare Goemon





"HELLO, AND WELCOME TO THE ALIEN INVADERS INTERNATIONAL THEATRE!"



"Anything you can do, I can better." "I can do anything better than you!" "No you can't..."

this platform to exit. In the next room, find the next red button, activate it and leave via the newly accessible door, then follow the path to and through the next door.

Go around and get ready to press the next red button. When you do, quickly jump onto the platform in the centre as it will start to move up. At



the top, take the key and go up the steps and through the door, slide down and go through the door at the bottom, turn left, go to the next door and exit to get back to the room where you came in.

Go right a little way, and jump through the picture of the boss for a gold cat. Jump back, go down the stairs and through the locked door, then follow the path to the next door (there is also a cat in this room) then go through the door.

This room rotates in the middle, so make your way across avoiding the gaps, and go through the door for a bit of a 'musical interlude'. Save the game when you get the chance and prepare for battle.



THE LATEST TEEN-BAND LINEUP. FROM LEFT TO RIGHT: SAUKRA (LEAD GUITAR), GOEMON (LEAT VOCALS), EBISUMARU (DRUMS) AND YAE (BASS GUITAR AND HEAD & SHOULDERS ADVERTS).

BALL ROBOT

THE FIRST OF THESE ROBOTS IS CUMBERSOME AND EASY TO BEAT. THE IDEA IS TO KNOCK OUT ALL OF HIS ARMAMENTS, AND THEN HIT HIM IN HIS EXPOSED ENGINE CORE WHEN IT OPENS. KNOCK OUT HIS MAIN LASER (THE RED THING IN THE ROBOT'S CENTRE) FIRST, THEN USE THE SUPER LASER ON HIS OTHER ARMAMENTS. NO PROBLEM!



THE SECOND OF THESE ROBOTS IS, TO PUT IT BLUNTLY, A COMPLETE SOD! HE FLITS ABOUT ALL OVER THE SHOP, AND IS EXTREMELY DIFFICULT TO HIT WITH YOUR SUPER LASER. CONCENTRATE ON COMBINATIONS, AND USE THE LASER AS SOON AS YOU KNOCK HIM DOWN SO THAT IT





THE THIRD ROBOT SECTION FINDS YOU IN SPACE. THE GAMEPLAY IS THE SAME AS THE PREVIOUS TWO SECTIONS.

CATCHES HIM WHEN HE GETS UP. HIS VERSION OF THE GHOST BOMBARDS YOU WITH ASTEROIDS, BUT HE IS VULNERABLE TO THE SUPER LASER AT THIS POINT.





OKAY LUVVIES, DARLINGS, LET'S SEE YOU IN YOUR MOST IMPOSING STANCES. OKAY? READY? ONE, TWO, THREE, GO! OH... I SUPPOSE THAT'LL HAVE TO DO. SAY SUSHI!

GANBARE GOEMAN WAS SUPPLIED BY THE VIDEO GAMES CENTRE.
CONTACT THEM ON (01202) 527314.



magazine

ONLY A FEW GAMES IN THE PREVIEWS THIS MONTH, BUT THEY'RE BIGGIES! FROM NOW ON, 64 MAGAZINE'S PREVIEW SECTION WILL BE RESERVED FOR GAMES THAT ARE APPROACHING RELEASE — FOR GAMES THAT ARE FURTHER AWAY, CHECK OUT 64SIGHT AT THE FRONT OF THE MAG. NOW, ON WITH THE ACTION!







EXTREME G

Drive the wrong way up the M1 in a stolen Golf GTi. Go trainsurfing on the roof of a Eurostar. Strap yourself to the nosecone of an F-15. And you still won't get the same bowel-voiding feeling of speed that you get with Extreme G!





NFL QUARTERBACK CLUB '98

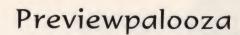
Okay, so American football is a strange game that takes too long to play and nobody in Britain understands. But with graphics like these, who cares?

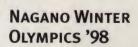












With the theme to Ski Sunday pounding in your ears, take to the slopes with the intent of winning a medal for your country. And then plough straight into a tree.







































Acclaim

Game Type: Origin:

Racer Release Date: Price:

November £59.99 (TBC)

TREAT yourself to a dose of SPEED!



WITH MOST GAMES, A 30% drop in speed is usually a bad thing. Not so with

Extreme G. Since our feature on Acclaim's ultra-fast racing game last issue, it has been slowed down considerably - not because the N64 couldn't cope, but because we humans couldn't!

Extreme G is all about speed, with some reckless driving thrown in. The vehicles of choice are high-tech bikes, tooled up to the max with weapons and stick-on missile pods. You can either choose to take on up to three other players in a brutal split-screen race to the death, or pit your puny hominid reflexes against the steely brains of seven computercontrolled opponents. Either way, get ready for the ride of your life!

The tracks you'll be racing on are



OUT, EXTREME G NEVER SLOWS DOWN.



YOU NEED TO BE GOING AT TOP SPEED TO



Get ready for the ride of your life!

some of the most outrageous constructs in videogame history. Steep hills? Listen, you haven't seen a steep hill until you drop vertically over a ravine edge, plunge downwards at terminal velocity until you hit a u-turn at the bottom and



CLEAR SOME GAPS. UH-OH..

blast straight up the opposite side! Banked corners? Extreme G goes 720° better with banks that corkscrew over on themselves. Twists, turns, flyovers? This game makes Spaghetti Junction look like a Roman road.



ISN'T THIS WHERE THEY FILMED MAX HEADROOM?

FAST EDDIE

We've had a completed version of Extreme G in our office for a bit, and even though this is a preview (the full review will follow next issue, ready for when the game goes on sale - the UK release has been delayed by two or three weeks) we thought we'd steal a march and tell you what it's like to play. It's fast. Blindingly, cheekwobblingly, sway-in-your-seat fast. It's so fast that Jeremy Clarkson would probably start going on about snapping knicker elastic, not even slowing down in four-player games and getting dangerously close to entering a time warp when you kick in the turbos. This speed isn't at the expense of detail, either. Although

Extreme G









E

G





THE BATTLE MODE DROPS PLAYERS IN SMALL ARENAS AND LEAVES THEM TO GET ON WITH IT.



AFTER THE FENCED-IN TRACKS EARLIER IN THE GAME, THE FREQUENT DROPS INTO LAVA HERE COME AS A NASTY SURPRISE.



WAHEY! WOO-HOO! YEAH! (YOU MUST BE MORE THAN THIS HIGH TO GO ON THIS RIDE.)

5 th (XX) 0 (80 th) 1 (10 th) 1 (10

you don't get much chance to appreciate it while you're playing, developers Probe have packed the tracks with visual treats and then decided to show off by putting loads of flashy lighting effects on top.

If you've ever played Wipeout on the PlayStation or Saturn, you'll find yourself at home here, with one crucial difference - Extreme G doesn't stop. For anything. It takes a fall into a mile-deep chasm or a dip in molten lava to stop the bikes' wheels from turning, and even then you're back on the track and raring to go again before the first syllable of the obscenity that was forming on your lips hits the air. Grinding against the sides of the track doesn't bring you to an abrupt and infuriating halt, it just wears down your shield and knocks a few piffling kph off your speed. As long as you can keep the front wheel



THIS TRACK IS UNDER CONSTANT BOMBARDMENT FROM METEORS.

pointing in roughly the right direction, all you have to worry about are the other racers.

And you do have to worry about them. Your opponents are no mere drones (if you want those, there's a special shoot-'em-up subgame where the objective is simply to blow away as much traffic as possible), but are actively looking to turn you into roadkill. Luckily, they aren't



EACH BIKE'S SHIELD FLARES WHENEVER IT COMES INTO CONTACT WITH ANOTHER RIDER, OR IS HIT BY A WEAPON. DON'T LET IT RUN OUT!

A QUICK BLAST ON THE TURBO SENDS YOUR BIKE ZOOMING UP TO TERRIFYING SPEEDS.

infallible, and they spend as much time shooting at each other as at you, but they still won't let you past without a fight!

THE OFFICE BIKE

There are eight bikes to choose from initially, with some secret vehicles which become available as you progress through the game. Each machine is different, and unlike many games you can actually feel the difference when you start racing. Some are built for sustained speed, some for rapid acceleration, and some are armoured for pure combat – you'll know which when you try to take a hairpin bend at full speed!

Although the bikes are initially hard



THE FLAME EXHAUST NOT ONLY GIVES YOU A SPEED BOOST, BUT TOASTS ANYONE WHO TRIES TO OVERTAKE!

easy novice level lets you get to grips with the bikes, and then you're ready to move up a class and start some proper racing, with enemies who really, really don't like you at all!

Part of getting ahead in Extreme G is knowing which route to take on each track. Nearly all the courses offer choices of paths at junctions, and some are definitely shortcuts, which can move you forward two or three places if you navigate them correctly. Unlike Mario Kart, the computer's Al doesn't cheat – if you manage to build up a substantial lead early on, good riding on your part will keep you there without any worries that somebody will magically appear two inches behind your exhausts!



RIDING UNDER THIS STORMTROOPER HELMET-LOOKING SKELETAL THINGY IS ONE OF THE SHORTCUTS ON THIS DESERT TRACK.



If Extreme G was any faster you'd black out!

to control, *Extreme G*'s forgiving track-holding lets you get into the game without spending your first 20 races being lapped. Not being brought to a crunching halt by the slightest contact with a trackside obstacle helps reduce frustration as well! Starting on the

If Extreme G was any faster you'd black out, which would be a bummer because so far we've found it very addictive. Once you start playing Extreme G, rush hour turns into rush week! The big question is whether it will turn out to be better than

Geh 8:48:78 167

THE TRACKS LOOP BACK ON THEMSELVES LIKE A DEMENTED ROLLERCOASTER, CHAH TO THE PLEASURE BEACH!

Nintendo's own *F-Zero 64*. Well, seeing as *F-Zero* has been subject to more delays than the Northern Line, you can at least be certain that you won't see a *faster* game without going to warp speed. Adrenaline junkies had better get ready for next month's review – *Extreme G* looks like it's going to blow everyone else off the track!







THE WINDOWS IN MULTI-PLAYER GAMES CAN BE CUSTOMISED, INSTEAD OF JUST LEAVING ONE BLANK.



ONE OF THE FIRST CHEATS MADE AVAILABLE LETS YOU PLAY AS THE ROLLING STONES (SORRY).

Prospects: SALES SHOULD BE AS FAST AS THE GAME ITSELF!



THE WAITING IS OVER!

The Ultimate Tips magazine for the Ultimate console is here!

AODEI

ost Nintendo ags stretch out lutions over any issues. We o it all in one. o-one does it

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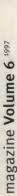


Our pledge is to give you the best and most accurate information. The complete guide, with

relevant pictures and captions. This is our promise to you!



The first stupendous issue of 64 Solutions is out on 2 October priced at £3.95 and is available from all good newsagents. Don't miss it!







IN PASSING PLAYS, POTENTIAL RECEIVERS ARE HIGHLIGHTED ON SCREEN. JUST PRESS THE APPROPRIATE BUTTON TO HOIK IT THEIR WAY!



THIS GUY IS ABOUT HALF A SECOND AWAY FROM MAKING A TOUCHDOWN, EVEN THOUGH HE DOESN'T ACTUALLY HAVE TO TOUCH ANYTHING DOWN. STRANGE GAME.

NFL QUARTE CLUB '98 Let's keep the HELMET jokes to a minimum, PLEASE!

Ninfo







blisher:

Acclaim Game Type: Iguana Origin: ports Import Release: USA UK Release:

October November

AMERICAN FOOTBALL. WHAT the bloody hell's that all about, then? Football (not 'soccer', if you don't mind) I can get my head around, no problem. Rugby, fair enough – so you run with the ball rather than kicking it, but it's still easy to follow even if you can never quite

work out what a 'knock-on' is. But

American football? It's just another

The state of the s

AFTER SCORING, YOU GET TO TRY FOR A CONVERSION (BUT IT'S NOT CALLED THAT).

one of those things they decided to do differently after independence just to show everyone that they had nothing to do with those Limeys any more, like driving on the wrong side of the road, taking the 'u' out of words like 'colour' or holding the fork in their right hand. As a result, now they can blow up the entire planet and their sitcoms are better than ours. It's a funny old world.

NFL Quarterback Club' 98 is the first yank footy game to appear on the N64, with EA's John Madden 64 not far behind. I neither know nor care who John Madden is, beyond the fact that he's an old bloater with nylon hair and some connection to the sport, but at least I know what a quarterback is. He's the guy who catches the ball at each 'down' (like a scrum, but without the fondling) and either goes high knees down the field or chucks it to someone else. This somehow makes

him popular with girls and very wealthy, and thus a target for the seething resentment of everyone else on the side.

Trying to stop him are some very big blokes who still feel the need to pad themselves up like the safety patrol, unlike rugby players, for whom missing teeth and cauliflower ears are a sign of manliness. If the team in possession manage to run ten yards up the field in four downs, they get to start the process again until they score, the other side catch the ball or the quarterback gets his chest caved in. And that's American football in a nutshell. No need for statistics, commentators with moustaches and blazers, or dancing girls with tight

tops and short skirts. Mind you, I can live with the last lot!

TALKIN' 'BOUT A RESOLUTION

Quarterback Club is the first N64 game to use the machine's high-resolution mode, which makes a big difference to how the game looks on screen. No more FIFA-style blurry little gimps way off in the distance – even when they're right down the pitch, you can still make out their numbers. Because the game has the NFL (National Football League, I'm told) licence – hey, there's another word the Americans spell differently! – it's got all the authentic teams and players, assuming you know what

You can play every single

NFL Quarterback Club '98



It'S ABSOLUTELY PISSING IT DOWN, BUT WITH ALL THEIR PONCY PADDING THE PLAYERS





WITH THE CREATE-A-CAM FEATURE, YOU CAN GET RIGHT DOWN INTO THE ACTION!



TOO SLOW! THE QUARTERBACK IS HAMMERED FLAT IN AN UNGODLY PIG-PILE.

varying depending on whether you're

in possession (offence) or not (defence), and if you plan to pass the ball to someone further down the field or try and run with it yourself. The former gains you more ground, but is much riskier as the ball might be Quarterback Club also has a missed or, worse, intercepted. Once the ball starts to move, all hell breaks loose as enormous men bang heads and you try to get the player in possession (who you control) clear of the pack to do his thing before someone hammers him into the pitch.

> For true armchair quarterbacks, Acclaim have included a Simulation mode which sets up genuine scenarios from historic matches, and

Astroturf doesn't half sting!

invites the player to change history by playing for themselves! The 50 scenarios available cover three decades of matches, so if you think you can beat some of the sport's most famous players (not that I'd heard of any of them), give it a bash.

IF YOU'VE LOST A LOT OF GROUND BY THE FOURT

DOWN, YOU CAN TRY TO SCORE A FIELD GOAL.

The thing is, does anyone in Britain actually care about a mutant version of rugby that's been designed to cater for television advertisers, or are the UK's N64 buyers so desperate for new games that they'll rush out and buy a cart dedicated to an alien sport? And are Acclaim's European arm releasing Quarterback Club because they think they've got a game that's so good people will buy it even if they don't know the sport, or are they doing it because the American bosses told them they have to? Reckon y'all'll have to wait 'til next month to find out.



RED 42! GREEN 19! PURPLE VOLKSWAGEN! HUT! HUT!



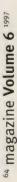
Prospects: WE'LL EAT THEIR BURGERS, WE'LL WATCH THEIR FILMS... BUT WE WON'T PLAY THEIR SPORTS. STILL, AT LEAST IT'S NOT BASEBALL!

and who they are. From the ones everyone's heard of, like the Dallas Cowboys and the New York Giants, to obscure teams like the Buccaneers and the Bengals (who they?), everyone's in there.

management side - if you want, you can be the American equivalent of Ruud Gullit and trade players to build up your dream side over the course of a season. If you feel up to it, you can play through every single down of the year's matches, which means that there's nobody to blame except yourself when it all goes pear-shaped!

The actual matches are played by making a choice from a list of 'plays' with silly macho names, the plays

own of the year's matches









Konami

Game Type: Origin:

Sports

Import Release: UK Release:

Winter 1997



NAGANC WINTER OLYMPIC

down hills at enormous speed with the chance of a dangerous and Games that get all the hype. This probably comes from us living in a country that grinds to a panicstricken halt if so much as one

Konami managed to swoop in and

country as the next Games. Rather than just coming up with something vaguely Olympic-shaped like previous videogame Olympiads, Konami could bus their programmers out on a day trip to the real thing at Nagano, armed with tape measures and cameras. All the courses in Nagano Winter Olympics '98 are based closely on the real thing, with every life-threatening bump and bone-snapping tree accurately positioned.

Konami have a long reputation for making excellent games on an Olympics theme, right back to the old Track And Field arcade machine from

EVERYBODY go out and get PISTE!

exciting wipeout (yes!). Yet for some reason, it's the vawnsome Summer snowflake reaches the ground, even though it happens every single year. You'd have thought we'd have got the message by now.

get the official Olympic licence without much trouble, something helped by being based in the same







Nagano Winter Olympics '98



MORE REAN-PROPELLED DOWNHILL CHICANERY. THE SLOPES ARE ALL ACCURATELY MODELLED ON THE REAL THING.

the 1980s, so Nagano Winter Olympics '98 has a lot of experience to draw on. It's not all button-bashing though many of the events, like the speed skating, need the player to get into a precise rhythm if they want their lycrawearing little bloke to stay upright.

As well as the traditional winter sports like downhill skiing, the bobsleigh and the ski-jump, Konami have included some slightly more unusual Olympic events. The luge is a bobsleigh for people who don't think racing down a twisting icy track at 60mph is dangerous enough, so they'd rather do it on a tea tray instead. Fair enough guys, there's a nice rubber room waiting for you at

Total Wing. 000 0.000 0.0 Km A CONTESTANT REALISES JUST HOW BIG THE SKI-JUMP RAMP IS IN REAL LIFE, AND PROMPTLY POOS

HIS PANTS.

the bottom. The sport of people in godawful luminous anoraks, snowboarding, is also there - you can either pose your way downhill in a slalom, or really show off and perform stunts in a snow-filled half pipe. The weirdest inclusion is curling, probably the only sport where medals can be won for using a brush. It's like bowling, but without neatly mown grass, pipes and that annoying old git from the adverts who's trying to flog life insurance to wrinklies with the promise of a free clock-radio.

Also on the menu are aerial (née 'hotdog') skiing, where competitors try to perform dazzling flips, spins

and somersaults in mid-air before breaking their necks, the aforementioned speed skating, downhill slaloms and the inevitable ski-jump. Yep, Eddie 'the Eagle' Edwards lives again! Nagano Winter Olympics '98 is also a multi-player game, where up to four people can take part. Depending on the event, players can either compete head-tohead or get into a competitive fury as they try to beat each others' times.

The actual Games themselves begin next February; Konami's game will be waxing its skis in plenty of time for the real thing. Watch out for a review soon from the exclusive 64 MAGAZINE aprés-ski lodge!

Prospects: LOOKS LIKE IT COULD BE GOLD MEDALS ALL ROUND!



is accurately positioned



THE INSANE AEROBATIC WORLD THAT IS AERIAL SKIING! POINTS ARE SCORED BY PERFORMING OUTRAGEOUS STUNTS.

magazine Volume





Nintendo Hudsonsoft

Game Type: Origin:

Blow-'em-up

Import Release: Out Now (Japan) UK Release:

Since its **conception**, the arcade **CLASSIC** Bomberman has been converted to just about every GAMES format known to MAN. Now. it's **REACHED** the N64...

AH, THE NOBLE ART OF 'chucking-bombs-at-people', what fun! Bomberman has been around since the year dot, a relic from the time when computer and video games were frowned upon by the general population, and games players gathered in secret in dusty back-rooms and bedrooms, hunched over laughably low-powered home computers to play games with names like Jet Set Willy, Target Renegade, and Alien 8, all of which were, by today's standards, somewhat 'graphically challenged'. But these games were however - probably because of the aesthetic restrictions devilishly good fun to play.

For these games had one magic ingredient: playability. That was the big draw for those underground software junkies, who, if they had ever been found out, would have been when the word 'cool' itself was still

ridiculed by their peers, for the simple reason that computer games then were just not 'cool' (this was at a time

FOUR PLAYER BATTLE MODE, AND BLUE'S A BIT CROSS-EYED. (GET IT? CROSS EYED! CROSS... OH. I GIVE UP!)

'cool', so that might give you some idea of how long ago we're talking).

With the advent of Nintendo's consoles, the videogame revolution finally began. No-one can really say why, or how, but video games eventually became socially acceptable, coming out of the closet, as it were. But while these new games were graphically more impressive, with far better sound, those legions of



HMMN... SETTING OFF BOMBS ON AN OIL RIG. VERY SENSIBLE! WHAT ABOUT THE IMPRESSIONABLE

You'll be so impressed you might just faint with the excitem secret gameplayers that had

supported the industry over the preceding years watched in dismay and shook their heads as they observed the vital component, the life's blood of computer and video games, that magical ingredient, playability, slowly start to wane, as companies pushed it aside in pursuit of bigger and more impressive visuals.

Soon though, even the new



GET READY TO EAT BOMBS, YOU RED-PLUMED GIT! I... OH, ER, DID SOMEONE LEAVE THE GAS ON?

generation of games players, drawn by the bright colours, and flashy graphics, began to realise that these games were not what they seemed, they lacked... something. And it was then that the companies turned back in despair to the old games, and, recognising their value, saw fit to convert them, update them, and generally re-hash them. And thus, games like Bomberman gained a new lease on life.

Which brings us up to the present, and to the eagerly awaited Bomberman 64. [About time too - Ed]

SIMPLE, EASY AND FUN TO DO!

Basically, the plot of Bomberman has always been quite simple. In singleplayer mode, you run around and blow up the enemy and complete

simple tasks, and in the multi-player mode, you run around blowing the other players up before they do the same to you.

In Bomberman 64, the one-player mode consists of five radically different stages, all with their own huge bosses. Making use of the N64's capabilities, the game is in impressive 3D, similar in look to Mario 64.

One important change to the gameplay is the way in which the bombs work. Where previously, Bomberman simply lobbed bombs at his enemies to blow them to kingdom come, now the bombs simply knock his enemies unconscious, and he must then pick them up and physically throw them to their deaths. Why, you ask? Perhaps the game was considered too violent for today's far more squeamish games-playing









IT'S THE MAN HIMSELF! (HIS HEAD DOUBLES AS A FLAT-SCREEN TV. YOU KNOW).



IS IT A BIRD? IS IT A PLANE? NO, IT'S A BLOODY HUGE FIRE-BREATHING BLUE DRAGON, THAT'S WHAT IT IS! CALL THE FIRE BRIGADE, CALL ST GEORGE! RUUUN!

OH NO! IT'S THAT HUGE FIREBALL THAT WAS GOING TO CRASH INTO THE EARTH IN ABOUT A MILLION YEARS - AND IT'S ARRIVED EARLY! HELP! AAAH! HOT! HOT! (GIVES A NICE TAN THOUGH!)

ent of it all

audience or something (like... yuhhuh!).

The multi-player gameplay has been tweaked somewhat too. The play arenas consist of a range of different battle areas - some will be recognisable from previous Bomberman incarnations, and there are brand new multi-level arenas that make good use of the N64's 3-D

Another change can be seen in the explosions. Fans of the game will be familiar with the 'cross-ways' explosions, which used to take out anything one square either side, above and below the detonation point, and meant that players could simply hide behind nearby blocks to avoid the blast. Now however, explosions are - more realistically -'rounder', and this means that the

explosion blossoms out, nuking the whole area around it, including anyone hiding just behind a block. More carnage anyone?

THEY'RE HUGE, **HUGE I TELL YOU!**

By the way, those end of level bosses that were mentioned? Well, they're huge. You'll be so impressed you might just faint with the excitement of it all. They include a huge dragon, called, er... Drago, and some-kind of giant robot bloke, who bristles with armaments.

In addition to all the usual enemies, there is now a secret character (well, what 3-D adventuring game would be complete without at least one of those?) though not much is known about him at the moment - hence the



THE PLAYER SELECT SCREEN PRESENTS YOU WITH BOMBERMEN IN CRYO-TANKS JUST WAITING TO BE THAWED FOR ACTION

label 'secret character' - but we'll bring you more on him when we learn of it. Or then again, perhaps we won't. After all, it'd be a shame to spoil the secret, wouldn't it?

Putting Bomberman into 3-D was the obvious thing to do for the oneplayer game, and should make it more fun to play, but have Hudson messed things up by changing the way the multi-player game works? The Super NES Bomberman 2 was a miserable farce because the perfect gameplay (and we don't mean that lightly) of its predecessor was farted about with and basically ruined. If it ain't broke, don't fix it, we say. You'll be able to hear our verdict next issue... if we don't blow ourselves up first!



BOOOOOOM! RIGHT, THAT'S TESTED ME BOMBS. NOW WHAT THE HELL DO I DO? I KNOW, A SPOT OF BIRDWATCHING!



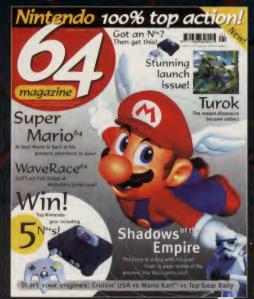
BLUE RESORT LEVEL CONTAINS NUMEROUS CHIMNEYS. HEY, WAIT A MINUTE, THAT'S NOT A CHIMNEY, IT'S A GUN TURRET! RUN AWAY!

Prospects: IF THIS GAME HAS HALF THE PLAYABILITY OF ITS PREDECESSORS, WE'RE ONTO A WINNER!

64 Subscriptions/Back Issues

BACK ISSUES

MISSING an issue? You need no longer live in darkness and gloom!



ISSUE 1 - SOLD OUT

 Well, it's sold out, but you could have read about *Mario 64* and *Wave Race*.
 Alas, you can't any more.



ISSUE 2

Starfox! Blast Corps! Turok! Complete
 Turok guide! The Mario 64 and Shadows
 Of The Empire solutions begin!



ISSUE 3

Mission: Impossible! ISS 64! Blast
 Corps complete solution! The horror that is Kabuki Jo!



ISSUE 4

Banjo-Kazooie! Conker's Quest!
 Goldeneye! F-Zero 64! Go! Go!
 Troublemakers! Mario Kart 64 guide!



ISSUE 5

 Extreme G! Behind the scenes of Goldeneye! MRC! Goemon! Lylat Wars review and players' guide!

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NINDEX

The Nindex is the **AUTHORITATIVE** guide to Nintendo 64 software, detailing EVERY game we've ever REVIEWED (and some we haven't, on the grounds that they're just too obscure). Both official releases and import games are COVERED, giving you all the information you **NEED** when deciding what games to buy. It's ALL here!

BLAST CORPS

Publisher: Nintendo Reviewed: Issue 3

An excellent combination of racing game, shoot-'em-up and nerve-scraping puzzler. Try to prevent a nuclear disaster by safely guiding a runaway missile carrier through each level - by destroying everything in its path! Addictive fun, but not that long-lasting.

CRUIS'N USA

Publisher: GT Interactive Reviewed: Issue 1 (import) Absolutely pathetic attempt at a racing game, redeemed only by ... well, nothing, actually. It's utter rubbish, but terrifyingly isn't the worst game out on the N64.

DARK RIFT

Publisher: Vic Tokai Reviewed: Issue 4 (import) A beat-'em-up which looks extremely nice (with 60 frame per second graphics) but plays like a compendium of every other fighter ever written, so is rather dull. Nothing special.

DOOM 64

Publisher: GT Interactive Reviewed: Issue 1 (import) Graphically upgraded but otherwise unsurprising update of the aging PC classic. Fun for a while, but looks very old hat when compared to games like Turok and Goldeneye.

DORAEMON

Publisher: Fnoch Reviewed: Issue 3 (import) The first (but undoubtedly not the last) Mario 64 clone, which plays almost identically to the Nintendo game, except not as well. Loads of Japanese text and extreme easiness hinder playability.







F1 POLE POSITION

Publisher: Ubi Soft Reviewed: Issue 6

An update of Human Grand Prix (qv), with improved graphics and an official F1 licence that banishes Hamon Dill forever! It plays well enough and has a lot of depth, but may be a little on the arcadey side for hardcore F1 fanatics.

FIFA 64

Publisher: EA Sports Reviewed: Issue 2 Completely awful football game that is kicked off the field by Konami's ISS 64, yet still became a best-seller purely on the strength of its name. You can fool some of the people all the time.

GANBARE GOEMON

70 Publisher: Konami Featured: Issue 5 (import) Wild and wacky follow-up to the popular Super NES series of Goemon games, which in its current form suffers from a lack of action and a surfeit of Japanese text which makes puzzle solving all but impossible.

THE GLORY OF ST ANDREWS

Publisher: Seta Reviewed: Issue 3 (import) Now here's the worst game on the N64... so far. This abysmal golf game suffers from inaccurate controls, lousy graphics and a general air of shoddiness. Avoid at all costs!

Go! Go! **TROUBLEMAKERS** Publisher: Enix

Reviewed: Issue 4 (import) Although a 2-D platform game looks out of place amongst the N64's 3-D wizardry, Troublemakers is actually surprisingly playable, with plenty of variety and a lot of clever touches. Once you've got past the Japanese text, though, it's fairly easy.

GOLDENEYE

Publisher: Nintendo Featured: Issue 5 (import)

An absolutely superb title which takes firstperson games to a new level, and also lets you relieve your bloodlust into the bargain! Bond is back in a game that showcases what the N64 is really capable of.

HABU SHOGI

Publisher: Seta Featured: Issue 3 (import) Shogi is a variation on chess, but since we don't know the rules and the text is in Japanese, reviewing this would be a meaningless and futile action.

HUMAN GRAND PRIX

Publisher: Human Reviewed: Issue 2 (import) An okay-but-nothing-special Formula One racing game, only without an official licence so it's full of drivers like Hamon Dill. Comes across like a tarted-up Super NES game.

ISS 64

Publisher: Konami Reviewed: Issue 3

If we went in for changing scores after the initial review, we'd be tempted to knock this up by a couple of percent. It's a great single player game, an awesome multi-player experience, and quite simply the best football game ever.

-LEAGUE DYNAMITE SOCCER

Publisher: Imagineer Reviewed: Issue 6 (import) Up against the mighty ISS 64, this is like pitting a Sunday League team against Man United. Despite some neat touches, it's hard to play because you're never sure which player

you're controlling - and everyone's a midget!

KILLER INSTINCT GOLD

Publisher: Nintendo Reviewed: Issue 3

Nintendo's entry into the beat-'em-up market is a playable if not stunning 2-D fighter, which relies on ultra-speed and massive combos for playability. Fun in short bursts, but not something you'll keep coming back to.

LYLAT WARS/ STARFOX 64

Publisher: Nintendo Reviewed: Issue 2 (import)

Spectacular shoot-'em-up which really shows off what the N64 can do when it's pushed. Those who've played Starfox/Starwing on the Super NES might have a feeling of deja vu in play, but it's still tremendous fun.

MAHJONG MASTER

Publisher: Konami Featured: Issue 3 (import)

If you A: don't know the rules of Mahjong, and B: don't know Japanese, there's no point whatsoever buying this game.

MAHIONG 64

Publisher: Koei

96

N/A

Featured: Issue 3 (import)

As with Konami's Mahjong game, this is likely to have an extremely limited appeal in the UK (we reckon, oh, two people might be interested), hence the lack of a review.

MARIO KART 64 Publisher: Nintendo

Reviewed: Issue 3

Superb racing game for one to four players, which did a Prodigy on its release by outselling all the other games in the allformats chart put together! Let down only by a lazy and slow PAL conversion and a new Battle Mode which is too complex to be fun.

MORTAL KOMBAT TRILOGY

Publisher: GT Interactive Reviewed: Issue 3

Boring, bland and as up-to-date as a 78 of Arthur Askey tunes, Mortal Kombat goes down the krapper with this update too far. Only MK mugs could like it, but there seems to be a worrying number of them around.













N/A











MULTI RACING CHAMPIONSHIP

Publisher: Imagineer Featured: Issue 5 (import) The N64's first 'proper' racing game, if you don't count Cruis'n USA, and let's face it, who does? Although praised to high heaven by other mags, we found it

disappointing in the extreme as it is almost

NBA HANGTIME

totally lacking in challenge.

Publisher: Midway Reviewed: Issue 2 (import) Mediocre basketball game which looks very similar to the Super NES's NBA Jam, but doesn't play as well. The four-player mode provides some brief fun, but nothing that lasts.

PILOTWINGS 64

Publisher: Nintendo Reviewed: Issue 1

A game which divided opinion - some were entranced by its freeform airborne gameplay and realistic flight handling, while others thought it lacked focus and was too 'drifty'. For those who get into it, there's plenty to do, and it looks superb.

N/A

POWERFUL PRO BASEBALL 64

Publisher: Konami Featured: Issue 3 (import) Given baseball's lack of popularity in Britain and the enormous amount of Japanese options, we thought we'd hold off on reviewing this until an American conversion appears...



PRO BASEBALL KING

Publisher: Imagineer Featured: Issue 3 (import) Again, as with Konami's baseball game, we decided it wouldn't be fair to review this until a comprehensible version appears.

SHADOWS OF THE EMPIRE 88

Publisher: Nintendo Reviewed: Issue 1

Another opinion polariser; tightly-crafted Star Wars adventure classic, or ropey Doom clone with blurry backgrounds and hackwork gameplay? The review score says the former, but we suspect time won't be very kind to it.



Publisher: Nintendo Reviewed: Issue 1

The N64's first game, and for a long time the only one which showed off the machine's true abilities. The fact that it took us four issues to print the full solution shows just how much there is to do! A genuine classic.

N/A TETRISPHERE

Reviewed: Issue 5 (import)

block puzzle, where matching blocks have to be grouped on the surface of a sphere. It gets more addictive as it goes on, but isn't a

TUROK: DINOSAUR HUNTER

Publisher: Acclaim Reviewed: Issue 2 Considering the title, there's a marked shortage of dinosaurs in this game! Turok is a souped-up Doom, with lush graphics and OTT gore, but the promise of the early levels eventually deteriorates into lots of wandering

WAVE RACE 64 Publisher: Nintendo Reviewed: Issue 1

around mazes. Good but not great.

"Wave Race 64 alone justifies the cost of the N64," burbled our reviewer excitedly, and that was when the N64 cost £250! We wouldn't go that far, but it's still an excellent game, the jetskis having great handling as they crash through amazingly real seascapes.

Not bad at all, actually, the N64's analogue

controller being ideal for this kind of game.

Laser

WAYNE GRETZKY'S 3-D HOCKEY

Publisher: GT Interactive Reviewed: Issue 2 (import) The title tells you all you need to know about the game type, but how does it play?

WAR GODS

Publisher: Midway (import) Reviewed: Issue 3 (import)

This pathetic excuse for a beat-'em-up is based on Mortal Kombat, only in 3-D. And boy, does it bite, as the Americans might say. The fighters are some of the most stupid yet, and it plays like a one-legged pig with a broken ankle.

WONDER PROJECT J2

Publisher: Enix

Featured: Issue 3 (import) The premise is intriguing - a 'virtual life' game where you have to guide a young android girl into making the right decisions in life - but it relies heavily on Japanese



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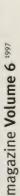
Publisher: Nintendo

A pseudo 3-D variation on the classic falling match for the Game Boy original.









N/A



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Ninfo!

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